CRASHED

* Gasmans Slovakian trip
* Tips to improve PD games
* Codemasters catalogue
* Win a PlayStation + games
* 24 pages of Sinclair fun

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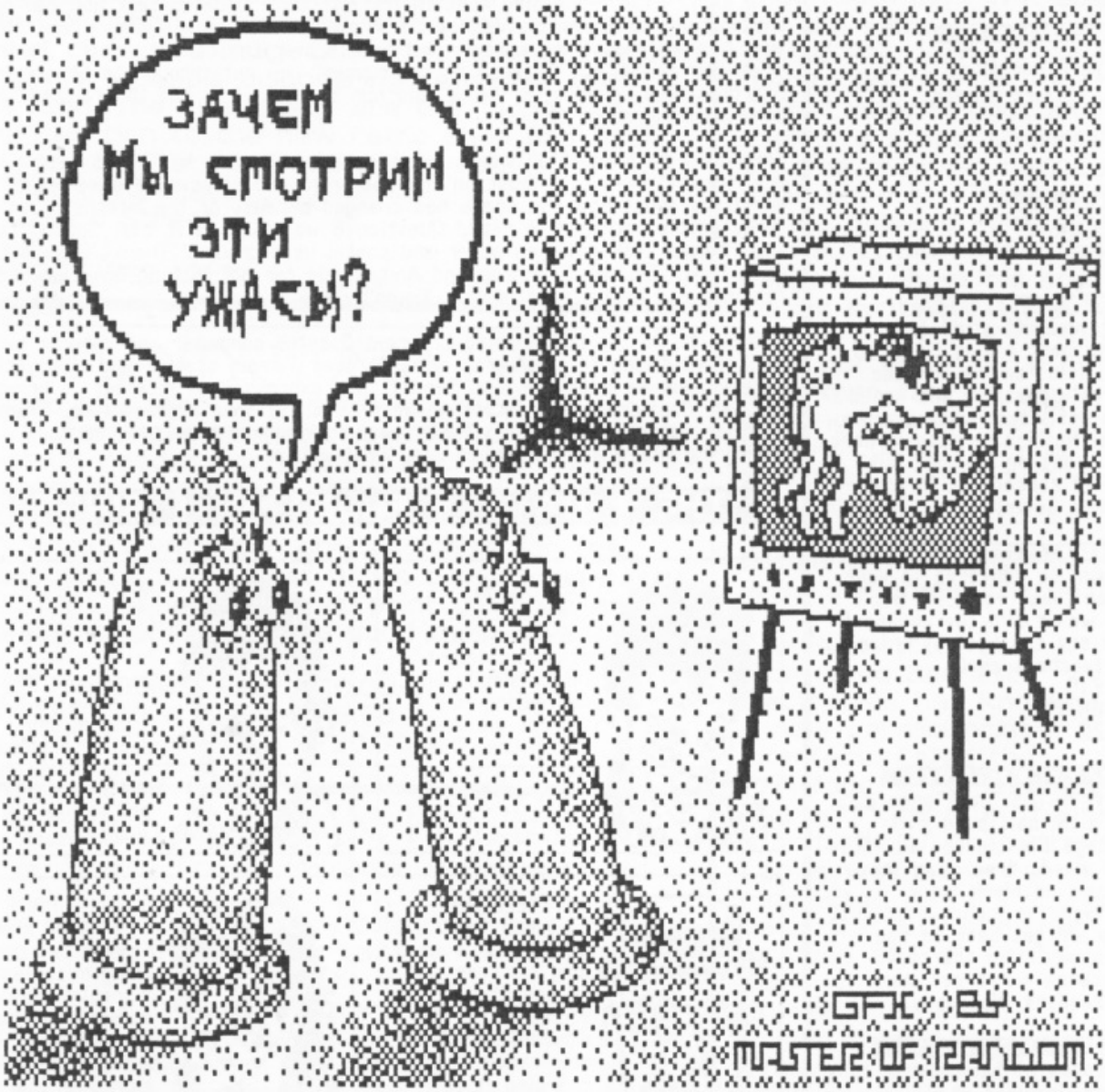

THE ALTERNATIVE ZX SPECTRUM FANZINE

EDITORIAL
CRASHED FANZINE
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DISCLAIMER
You can't just lift stuff from Crashed without asking first, so ask first. This fanzine is made using a real Spectrum and genuine Spectrum software, what are we playing at! Nothing written in here was got wrong on purpose but feel free to correct us if you have nothing better to do. Grumpy.

SUBSCRIPTIONS
Crashed will be delivered to your door seven times for £10. Don't be mean, we're still the cheapest and some say the best by a long piece of teachers chalk.
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23, 24, 25, 26, 27, 28, 29. Sold out issues cost £3 each.

EDITORIAL

HOME PAGE http://www.geocities.com/fountainboy_uk/index.html
EMAIL fountainboy_uk@yahoo.com

Crashed has a guardian angel, so angelic that they pulled us out of the fire and plonked us back into the frying pan. I've had to increase the cover price for overseas readers because the Post Office have rumbled my little game - it now costs between 90p and £2.21p a pop to put Crashed on a plane because we've been officially rated as a newspaper. Crashed almost went belly-up for another reason too. It was crippled by a bad print run, and the person responsible got 6,000 sheets of A4 thrown at his head. The Southwark branch used to have this really nice girl doing the photocopying, then she left and simpleton dumbo trousers took over.

From the heading up there, you will have gathered that Crashed now has an official home page Internet thing. It dawned on me, because of the gap between issue 28 and 29 you may have thought I'd given up and done something better with my life (I can but dream). The home page will carry the latest planned deadlines and subsequent release date of the forthcoming issue and not much else. Don't expect anything special, its just some updated text you can nod thoughtfully at and smoke a pipe to. A proper Crashed all singing and dancing web site will doubtless appear in its place over the coming months, because when you search out Crashed at the moment you get through to Stuart Skardons Sam Coupe site. We've told him to pack it in but the fat puff hasn't done anything about it yet.

This issue I'd planned an Internet debate thing. I wrote off to 15 people who are more involved than most on the Spectrum web sites with a series of questions about how the scene has changed because of the Internet - only three people bothered to reply! Question 6 was 'Why is it that Speccy fans on the Internet look down on paper and postal user groups.' Thanks goes out to Andy Davis, St.John Swainson and Andy Ryals for not looking down on paper fanzines and postal user groups. I won't name the others.

Will we be at the forthcoming Britmeet 3 retro computer and console event? Well, considering this venue is actually near a train station and civilization in general, yes we might be. Len Bennett has expressed an interest to bring along his Sam Coupe gear and latest gadgets. We'll all have a great time. Tradition however suggests that I'll just sit there looking miserable, fed up and wondering where all the women are. What a life.

THE DAVE FOUNTAIN SINGERS

DAVE FOUNTAIN
Crashed Editor. Dave has lost a stone in weight lately simply by not eating like a big fat git every two hours. This discovery is now being studied by scientists and dieticians.

MATT WESTCOTT
PD demo man. Always updating his groovy Demotopia web site because he takes pride in being the best and doesn't suffer fools gladly. We very much like the cut of his Jimmy jibber.

L.CHMIELEWSKI
European feed. Leszek has such a long surname that no one British or stupid can pronounce it, so he's thinking of changing it to something much simpler, like Hitler or Tiddles maybe.

HOWARD PRICE
Sam Coupe man. Howard is always being mistaken for Disneyland child molester Michael Jackson, but without the white gloves or the shagging kids bit. Tends to miss deadlines a lot.

NEWS ROUND UP

RESTLESS CEX RETRO

The dedicated retro shop part of the Computer Exchange chain has moved down the road a bit and is now just off Oxford Street, or pick-pocket alley as I call it. The Rathbone Place shop is already packed full of cheap PlayStation titles and imports, and those lucky enough to find the stairs leading down through the throng of truants and pounding house music will find yesteryear shoved into a dark corner. Graham himself has gone part-time to concentrate on Retro Classix fanzine and other forthcoming projects. Graham added, "Everything we carried at the old shop is present in the new one and overall, there's a much busier atmosphere with many more people discovering retro for the first time. The customers are the judge and initial reaction to the new retro shop has been very good." That new address in full:
132 Rathbone Place
off Oxford Street
London W1
Tel: 020 7692 1213

PLENTY WONGA INNIT

Crashed has been forced to introduce new cover prices starting from now! However this won't affect UK readers or existing in credit subscribers. The prices shown below are for a seven issue subscription (the three issue sub has been withdrawn). I can only apologise for the added cost, it's the Post Office being a big nasty bully and Crashed having to print up more and more copies. Still, that's a good thing isn't it?

UNITED KINGDOM / EIRE	£10.00
EUROPEAN UNION / EEC	£15.00
USA / REST OF WORLD	£20.00

HE'S GASMAN, FLY ME

Matthew Westcott, Crashed contributor of some worth and leading internet Spectrum demo collector, has been globe trotting recently to enhance his reputation as the UK's number 1 demo archiver. The bloke only went and flew to Slovakia for the Forever Speccy demo party! He was having to fight the girls off with a shitty stick, such was the power of his wanton sex appeal and British passport. Full report this issue (if he made it back without injury or sexual disease that is). By stark contrast, UK demo party Side Parting 2000 was held in a bedsit in Hereford. Dandruff 2000 and Shy Virgin 2000 have been cancelled due to lack of interest/hope.

SAM COUPE NEWS

Good news for all you Coupe users, the Sam Community newsletter has manifested itself into an A5 fanzine. Weighing in at an initial 24 pages, SC the zine is an essential purchase for those needing a strong focal point that Format once provided, except in this instance, the Sam Community isn't in it solely for the money or facial hair jokes. The current issue boasts an interview with Colin 'Lester' Piggot and exclusive screenshots of Chrome, a brand new Doom style shooter. Crashed scribe Howard Price also sticks his big nose in and bangs on about his solid 3D coding routines. It was looking bad there for Coupe fans but now you've got your own fanzine again, so don't ignore it, use it or lose it. Contact the all improved Gavin Smith at:
34 Craigowen Road
Carrickfergus
N.Ireland BT38 7NE
www.samcommunity.co.uk

Len Bennett of self monikered Bennett Electronics has knocked up a new parallel printer interface. Called the Printface, it comes ready to use and keeps up the high standards of presentation Len is well known and respected for. It'll set you back just £12 and that includes all P+P. Contact Len via:
Holwell Hyde Farm
Holwell Hyde Lane
Welwyn Garden City
Herts AL7 4AA
bennett@kilblain.freeserve.co.uk

SPECTRUM BUFFOON IN TROUBLE AGAIN

Martyn Sherwood has recently aroused the interest of ELSPA, the software anti-piracy group and the Trading Standards Authority for illegally selling the PCG DTP software through his fanzine PD Power. Co author of the software, Paul Sneesby, is annoyed to say the least and had this to say when contacted- "I gave the go ahead for my software to be distributed free with Crashed as they still use it to make a fanzine, it's good software and its great to see it being used. I never gave Martyn Sherwood permission to do anything and I've recently found out he's been charging money to supply it for years! Who the hell does this guy think he is?" Paul wrote the program in 1986 along with Brian Parkinson at Cardex software and received critical acclaim from the computer press. "I know its just a Spectrum but I'm very proud of the software. He's been taking money out of my pocket and putting it straight into his. In any situation that is not right. I'm still the copyright holder and I have never made the contents freeware, shareware or any bloody ware. Its quite ironic because he likes to hide behind this veneer of respectability and non profit making idealism. He's a rip off merchant pure and simple."

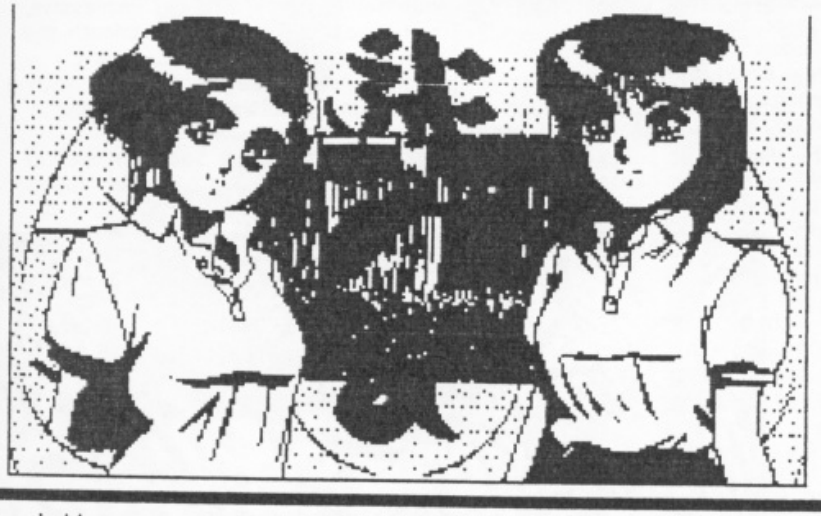
Far from being an official seller, Martyn is much more unconventional in his approach to commerce. "What he does is heavily infer that he has official original copies of my software to sell but in reality he merely makes a duplicate of his own copy and then sells it for up to £10 a go!" In a letter sent to Crashed marked private last year, Martyn actually admitted that he had no right whatsoever to sell the program and was doing so because 'Bob Brenchley did it'. "I've seen this letter and it incriminates him to the hilt. It's very much part of the evidence against him. Bob had a financial stake in the software and was licensed to make copies that I received royalties from, Sherwood is just a parasite who seems to think he can get away with theft. How would he like it if I duplicated his fanzine and sold it myself?"

Naturally Paul is very keen to hear from people who have bought the PCG package from Sherwood, PD Power, UAUG or any other individual. "The more people come forward the better case we can present. People shouldn't be worried about having to turn up and give evidence in court, all I need is a written statement - they're not the ones in trouble because they were deceived into thinking Sherwood had some right to sell my software in the first place." Letters to Paul can be sent in confidence to the Crashed address and we'll pass them on. You can also Email Paul direct at Psneesby@fsmail.net. We tried several times to contact Martyn by phone, letter and Email before Crashed went to press for an explanation but we were either ignored or hung up on! Recent cases against software piracy have resulted in custodial sentences, community service and hefty fines, equipment is also initially confiscated and then forfeitted on conviction as the Trading Standards Authority up the pressure on all software piracy in the UK.

EASTER EGGS

The latest editions of Spectral flavoured tomes are lining up for a postbox blitz over the Jesus killing/egg confectionary period. ALCH NEWS 32 is in the traps for its final mastering. Long serving sub Ed Mick Harrop bows out with this issue, he's off to enjoy his new Sega Dreamcast. It has a block on the words sex and tits Mick, we've already tried. DESERT ISLAND DISKS 5 next, and Joyce informs us that the final printing will have been completed before you read this, so its out now! If this fanzine gets any better we may have to knobble it with home-made pipebombs. HACKERS HANGOUT 10 makes double figures and continues to hack the new games as opposed to copying old pokes out of Your Sinclair that we nearly always do, but never have the audacity to print. SCENE 37 and 38 were sent to us as an attachment on somebody elses PC, so we haven't seen them yet (and why we have no new game reviews this ish people). We're sure they're up to standard because Leszek is top banana and we've been practising the German... hands in de hocken. Now go out and buy them or they won't make any more!

LETTERS



The letters page is edited by Hannah Oddbins and Biscuits McPharter, our very own two made up girls. All published letter writers get a free issue bolted onto their subs so write a good one this time eh?

Dear Crashed,
I would like to nominate eight different women for Top Telly Totty, but here's the best part, they all come from the same show! The programme in question is Holby City, and even though I don't know all their names, I can vouch that there are eight lovely women all hot for sex. I think one is a lesbian though.
Matthew, Kentish Town

You are a man after Daves heart, because Dave isn't writing this, its two girls...honest. Holby City has now finished but look out for Always and Everyone, there are five in that one.

Dear Crashed,
How's it going? I've just bought an all singing and dancing PC on special buy now pay forever terms. In four years time it will only have cost me about four thousand pounds and be as obsolete as a Vic 20. Its got a 56k modem. I think that means how much my fucking phone bill will be. I've downloaded some Speccy emulators and spent hours trying to find Speccy related sites on the net. Womo's site ain't bad, I always wondered what our Monika looked like. Old Wolfgang looks a bit scary though, that side parting looks a bit third Reich.
Jeff Cooper, Nottingham.

Wolfgang will be posing nude for us in the Xmas 2000 issue.

Dear Crashed,
I don't get it.
Don, Email.

We're not a retro fanzine, we're a mens lifestyle magazine without the lemony aftershave samples.

Dear Crashed,
I think its in very very poor taste to pretend to be Gary Glitter (Editorial pages) when he is a convicted child abuser. Or do you think its funny that this man enjoyed looking at pictures of children in pornographic poses and you like to be associated with that? You have gone too far this time. You owe all your readers an apology for the constant bad taste displayed in Crashed. Shame on you all.
Len Murray, Leicester.

Lighten up you miserable old bastard. It's the pompous right wing religious types who get caught with their fingers down the choirboys knickers.

Dear Crashed,
...A colour cover would make all the difference...
Mark Randall, Email.

Dear Crashed,
The Tomb Raider game is coming along nicely. It's about 75% complete but it just keeps getting bigger by the hour, I'm going to have to be a bit more strict with myself. Just one question, do I have to make any changes for the +3 disk version or will it work ok like the grey +2? Its a multi-loader in the sense that it runs sub games then re-loads the main adventure game code, the status held by various flags. I've never owned a +3 but I've heard all the horror stories. Maybe PAW doesn't run on +3 anyway? Anybody help out there before I make a fool of myself!!
Paul, Brighton.

I've sent you my copy of the +3 manual. You'll see that Amstrad did a fair amount of tinkering with the dos to squeeze the disk drive operating code in. You may or may not have a major problem on your hands. Have my +3 as well, it stinks.

Dear Crashed,
I found your magazine in Future World, do you have any news on the Amiga...Great fanzine, love the style...What are your influences?
Peter Clarkson, Vancouver.

Amiga? Crashed is inspired by Viz, Razzle, Barely Legal and Lyndsey from B*witched. Especially the last one come to think of it. Have you ever been attacked by a bear?

Dear Crashed,
Thank you for Crashed new issue. Splendid and (bizarre?) as usual. I would like to know where I could find the Russian games reviewed and forthcoming ones from preview page. If it is at a PD library I'll catch its address up....Where can I also find a taped copy of Worms (not that from Lyndenhurst that's a lot of old crap!) I enjoyed first on a PC and was converted for Spectrum. Sure course I found it in the WOS CD Rom but it doesn't work too much.
Ignacio, Cadiz

We get the games from Leszek who runs the Austria +D diskzine Scene. Not too sure if he's set up to supply people as a full PD library but you'll find the address in Postbox. The copy of Worms I've got doesn't work properly either, and that's what happens when people use emulators to write games on as opposed to real Spectrums.

Dear Crashed,
...I generally enjoy the mix of articles but the extreme left wing bias you show in the Sinclair Years does spoil things. It was a nice idea to tie in world events with Spectrum happenings, but now I don't bother reading the right hand column. I'm not into politics myself, I don't think it has a place in a Spectrum fanzine. I'd like to see more interviews with past programmers like ZX Files featured... I've had my Spectrum off and on for twelve years and I still can't program it!
Brian, Email.

I often find programmers are more keen to talk about what they are doing now, which is how it should be.

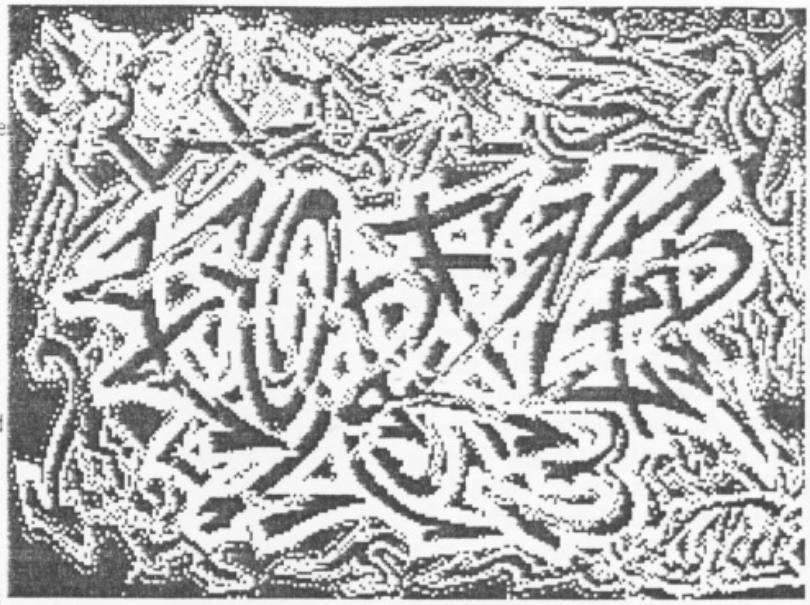
Public Exposure

In a PD special, Matthew Westcott packed his carrier bag and went globe trotting to the Forever demo party. He crazy bonkers innit.

The last Spectrum show I went to was in Horwich, which is a ten minute drive from my house. Travelling across Europe to attend the Forever 2e3 demo party in Slovakia was going to be a bit different. As I trundled off in the National Express coach to London, I had no idea what to expect, other than that I'd make an arse of myself at several major airports across Europe.

My first flight was delayed, and I missed the connection from Prague. As airports go, Prague is probably quite a good one to be lost and bewildered in. Lots of helpful English-speaking staff were on hand to sort out an alternative flight, and not once did I have to go into Noisy English Tourist mode. While I was waiting around and imagining what a good time everyone else was having, I remembered that the organisers had arranged to meet me at the train station in Trencin, so I tried to send them a message on one of the public internet thingies they had at the airport. Imagine a keyboard that's slightly more irritating to use than a ZX81 and you'll get the idea. Fired off the email, thinking that they probably wouldn't get to read it on time. They didn't. Spent the rest of the afternoon watching what appeared to be the German equivalent of MTV. German pop music is very bad.

Several hours and numerous modes of transport later, I stumbled through the entrance to the school in Trencin where the party was being held, tired and freezing, some time after midnight. I breathed a sigh of relief as I heard 8-bit computers bleeping away, although the bleeps had taken on a new life through being pumped through a whopping great big sound system. I was greeted by Ellvis (no, really), and before long I was being introduced to all sorts of people who I'd previously only known through the internet. In my own inimitable style, I instantly forgot who everyone was.



It wasn't just Spectrums at the party - the Atari and Commodore 64 scenes were also represented, and I started off my visit by watching some classic Atari demos. Rather than being loaded from just any old disk drive, there was a PC running a program to emulate a disk drive. The Atari had been suitably cannibalised to get the whole setup to work, with wires strewn all over the place between the two computers. Mmm, nice! The demos themselves were all very impressive, and I was struck by how smooth the action was, but being an ardent Speccy fan, I'd say it could do with a splash more colour. Heh heh heh.

At this point I was badly in need of some sleep, and going up six flights of stairs to my room made sure of that. I woke up the next morning in time to catch the last five minutes of the realtime competitions. The idea of these was to write an intro or a piece of music, on the spot, against a time limit. Sure enough, the results were... interesting. In the end Factor 6 claimed the title on the music side, with TDM in second place. The intro competition attracted three entries: a self-playing Breakout game on the Atari; the totally bizarre Haluzky; and the winner, Zero Divide, full of sparkly starfield effects.

Meanwhile, I got talking with Matsoft, editor of ZX Magazin. It seems they're really hot on hardware modifications in Eastern Europe, and in between a healthy selection of reviews and show reports, the pages were brimming with circuit diagrams for everything from sound cards to hard drive interfaces! Unfortunately, the hard drive is still in need of a proper operating system, but nevertheless, at the recent Zlincon 99 show the visitors were treated to an animation from Star Wars and an entire episode of The Simpsons, being played straight from the hard drive.

Top - the Forever logo
Left - Don't Pass by Gas13

I spent most of the afternoon searching through X-agon's demo collection for rare gems that hadn't found their way onto my website. For some of them, it was clear why they'd been previously kept hidden away in the Czech Republic, but I grabbed a copy anyway. It was at this time I had my first real experience of the Didaktik Kompakt, the most common Spectrum clone in these parts. Quite a nice 'boxy' design, with reassuringly chunky keys... I think I could get to like these things. Next to me Dron was giving the Art Studio treatment to a scene from South Park, expertly copied from someone's T-shirt.

The C64 group DMAgic were on hand to give a demonstration of their new box of tricks, the Super CPU, which speeds up the processor to 20MHz. They showed off Stunt Car Racer running so fast as to be unplayable, and Driller running, er, fast enough to be playable. The finale was a specially written shoot-em-up with full screen animation and a sampled soundtrack, to which the Spectrum delegation cheerfully responded by loading up Hypnotic Dreams (a demo with full screen animation and - yes! - a sampled soundtrack).

Tiger's Claw took this opportunity to give me the latest issue of his disczine Scene+ and the accompanying paper magazine SUC-Session. And not just any old issue either - this one happens to be a special 'X-rated' edition, so it's just as well that the customs officials at the airport didn't search too far into my bag...

Before long it was time to settle down for the main event - the competitions. A far cry from the frantic hacking of the realtime competitions, these were the things people had been working on for days, weeks, months beforehand. First up was the music, and as I sat clutching my votesheet, I was blown away by the quality of all the entries (or was it that whopping great big sound system again?). I started off trying to give them all marks out of 10, but I found it so hard to choose the top three that my notes were full of crossings-out and marks like 8.1295. I've no idea what I finally picked, but I'm sure they were so amazing that they deserved to win. Probably.

The graphics competition was easier to vote on, not least because there were considerably less entries, but a certain few stood out. Judging from the 'ooh's and 'aah's coming from the crowd, I wasn't the only one with that opinion.

Following this came the intro competition, the big event for me. The challenge here was to squeeze as much as possible into 1K of code. I'd sent in my entry a few weeks beforehand, and the organisers must have liked it because it appeared they'd dropped a few hints about it. I'd spent so long writing it that it didn't seem anything special to me any more, but I think the main attraction was the music that I'd dropped in to fill up my quota of bytes. The first few entries to be shown were good standard 1K intro fare, and then it came time to show mine. The music started up. The crowd gasped. Applause erupted around the room. I was grinning like a Cheshire cat, but fortunately the lights were down low, so no-one got to see that.

The best entries, it seems, had been cunningly left till last. For his 'Mathricks' intro, Baze had come up with a spinning 3D figure, accurately lightsourced against a fractal background, and intro king Serzh had teamed up with Ravager for a visual treat entitled Artifice. Serzh has become well known in demo circles for making his 4K intros into 5-minute, 25-part epics, and this entry certainly didn't break the trend. Despite only having 1K to play with this time, the duo managed to fit in three parts, each one a work of art.

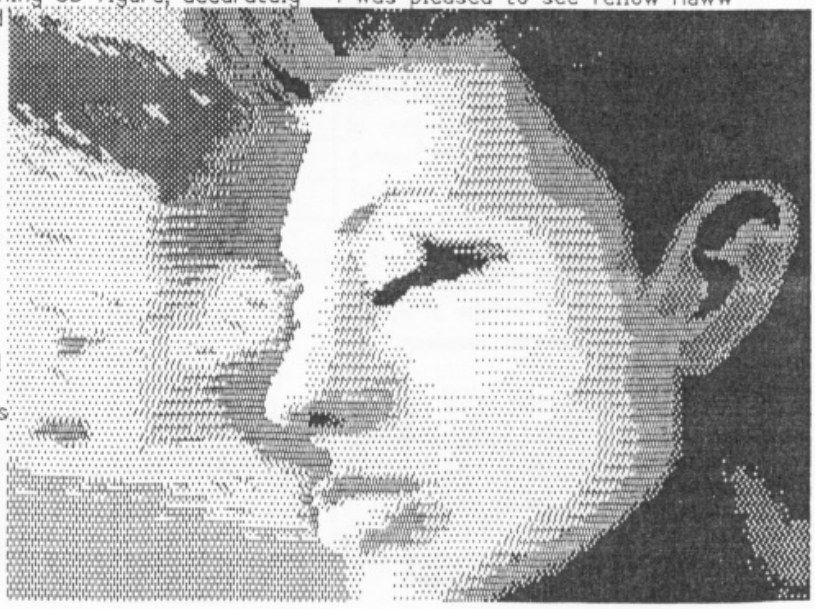
Unfortunately there weren't enough demos to make up a fully-fledged demo competition, but nevertheless we were treated to a selection of new releases. The Atari section had the wonderfully silly Superboy demo to show off, and we had a preview of a forthcoming C64 megademo, the name of which totally escapes me (oops). On the Speccy, 'BASICdemo' and 'FDT' pushed Sinclair Basic to the limit, and the evening was rounded off with 'Bobering 2000' from Syndrome, a typically Russian 'greyscale' affair doing not-so-typical things in 3D.

After scribbling down our final votes, everyone congregated around a pair of Ataris, to witness the most retro-oriented presentation of the party - NetPong, a two player Pong game played across two machines connected by another spaghetti of wires. Being a former owner of a Binatone machine (you know, the one where you can choose between five games, each one of them being tennis), I can say that it was a perfect conversion.

The show continued well into the night, with classic demos from all three scenes being shown on the big screen. It was a sort of Desert Island Demos affair, with the organisers of each section picking the very best from each computer. The atmosphere here was amazing, and I'll never look at these demos in the same way again - watching them on a telly couldn't even begin to match the experience.

The next morning, for me, consisted of sorting through tickets and other bits of paper that I'd need for the frantic journey back (involving three planes and a horrendous number of trains). But everything stopped for the announcement of the results...

I was pleased to see fellow Raww



Above - Alone by Diver
Right - Bloody Razor by Virtual

Arse member L.A.Esq pick up third place in the music category for his track 'New Generation'. 'Dispazio' by Baze claimed second place, and in my not-so-humble opinion, the moral victory. In the selection of sleek dance tracks, one entry, a joke version of the Titanic theme, had stuck out like a sore thumb, and the Atari crowd all picked that one for a laugh. As a result, it was Darkman and Justinas of Constellation who clinched the top spot with their rendition, entitled 'Titanas'.

GAS 13 has been a top three contender for graphics at most of the recent parties, and he finally made it to the top spot this time with 'Don't Pass By', a stunning colourful countryside scene. Agyagos and Diver also impressed the crowds enough with their pictures 'Robin' and 'Alone' to achieve second and third places respectively.

Baze took his second podium position of the day, with 'Mathricks' making third place in the intro competition. My intro 'Madrielle' was knocked into second place by 'Artifice', and Serzh and Ravager had done such an impressive job on it that I couldn't really complain.

All in all, the organisers had done a fantastic job, and it was an unforgettable experience for me. The show attracted 62 visitors - at least half of whom came from outside Slovakia - and from what I've heard, that's pretty big as these things go.

The journey back passed with no problems whatsoever, and by 3:00 the next morning I was back home to get some rest. But not for long, because I'd promised to get the results and downloads on my website as soon as possible. And that's exactly where you should go now.

DEMOTOPIA
To check out well over 1200 Speccy demos, stats, reviews, gossip and to see some dirty colour photographs from the Forever 2e3 show, point your big boys browser towards www.demo.eu.org

10 THINGS YOU SHOULD KNOW ABOUT TRAVELLING TO EXOTIC PLACES LIKE SLOVAKIA

1. Train stations in Slovakia don't have those big helpful signs to tell you where you are.
2. Czech airline staff have a way of saying place names to make them sound like somewhere else, just to freak you out.
3. So when they say "We will shortly be arriving in Amsterdam" it sounds like "We will shortly be arriving in Austria".
4. And somehow they made Prague sound like Brno, which is a totally different town in Slovakia and one which my plane could conceivably have been going to by mistake.
5. The national dish of the Czech Republic is open sandwiches with smoked cheese and prawns.
6. Actually that's probably not true. But that's the airline meal they kept serving.
7. The Slovak for 'I don't speak Slovak' is 'Nemluvim slovensky'. I bet you don't remember that when you really need it, because I didn't.
8. Amsterdam airport is absolutely massive.
9. But it has those cool moving floor things, so that's alright.
10. The tannoy in Bratislava train station has a ruddy stupid jingle.

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The Crashed guide to Playstation

Win a Sony fun box and five games with this issues stunning free competition!

They can't deny it anymore, the Sony PlayStation is the new Spectrum. Look at the facts:- they are both grey (although some of both are black), they were/are very popular, they both have more crappy games than good ones. Now that you can buy them in Tescos for little more than the price of five bottles of cheap Brandy, why don't you treat yourself at last?

Judged up against your £1,500 personal computer, your Sony PlayStation can only bang along with 2MB of active Ram, it is in fact just an old 486 PC running at 33Mhz. Mind you, because the Sony people are so clever at designing hardware, this is more than enough power to make a lot of PC games look like cack. The odd PC conversion does tend to suffer but that depends very much on who is doing the converting (Command and Conquer is superb, Railroad Tycoon is fart). It will also play your Whitesnake CD's, and you can put all echo on them to make them sound even worse.

Hands up who bought one when they first came out in the UK? Dok from Raww Arse, formerly known as a member of the United Minds demo crew, he did. It cost him £299 and it was worth every penny. Imagine his surprise when the price dropped quicker than a old Toms knickers down the docks. Dok had the last laugh though - the original models had phono jack sockets so you could plug it straight through a stereo amplifier, wankers like me had to buy a scart lead with extra phonos (and it looks damn ugly). The latest models are now minus the I/O port so you can't plug in cheat cartridges. Bloody hell, imagine if the latest models of a kettle kept coming up with one degree less of hotting up action?

The best thing about a PlayStation is the fact that a life long Spectrum fanatic like you can buy one in and it won't really affect your sad 8 bit computing hobby that much. When you buy a PC, well that's your lot, the Spectrum gets thrown into a spider infested dark corner. I'm not saying that's a bad thing, I'm just saying that's what happens - you know it does.

THE GAMES

If you think you're up to the task of winning this beast plus ten (that's right, I said 10) slices of software, read on. If you think playing Elite, pissed out your head at three in the morning is massive fun, you ain't seen nothing yet.

GRAN TURISMO 2: All the 600 cars are real, they all drive exactly like the real thing, all have been individually sampled from the exhaust pipes. There are masses of race tracks, Rally trials and Licence tests to complete. Best car game in the world. But still no Ford Consul.

METAL GEAR SOLID: Almost like being in a film, sneaking around a cold nuclear base, strangling soldiers from behind and looking at the female lead in her knickers. If you stare at her butt she blushes and tells you off. You don't get that from Nintendo plumbers.

RESIDENT EVIL 3: Roam around a huge city armed to the teeth, and you have to be, not only are there upteen zombies after you, there's a big bastard called nemesis on your case. You play a woman and she's very foxy.

MUSIC 2000: How about sampling any CD you've got, thousands more are already on the disk and turning out professional standard music on a 24 track digital sequencer? You'll never load up Soundtracker again thats for sure.

MEDAL OF HONOUR: The Americans think they won WW2 single handed, so lets let them think they did. Doom style time, shooting Nazi scum, you can shoot them sniper style right in the balls just for fun. Here them scream. Oh baby.

TOMB RAIDER 4: Of course yer Tomb Raiders, arcade action and no mistake. She's not so much sexy as weird looking, but some blokes like weird girls. Like me.

PLAYER MANAGER 2000: The players are so open to suggestion that you can make them toss themselves off against the corner flag. Almost. All strips and stadia correct. It's very hard to win games. It's almost perfect in every sense except it makes you look stupid.

FIFA 2000: The latest installment and it really is better than International Match Day. A little too reliant on foriegn teams though. It's just like being there (Manchester United as opposed to Yeovil in the rain).

FINAL FANTASY 8: Enormous lands full of adventure and mild sexual Japanese stereotypes. I like the strange chicken racing sub games myself. The strange thing is, when someone gets killed you cry your eyes out.

WARZONE 2100: Out creams and out performs Command and Conquer by being very nice looking in the 3D sense although a little too hard for stupid people. I'm stuck on level one.

YOUR QUEST...

In order to win a PlayStation and ten games (of my choice actually kids - finance lovingly donated by Ben at Future World comics in New York), just send in the web address of a very dirty, filthy, nasty porn site which is absolutely free to look at. No lines are drawn, you must shock us. We will be checking every suggestion for utter sexual filth using someone elses computer.

Closing date: May 30th 2000. Winner will be announced in issue 31 which might be a bit late due to excessive self abuse and eye strain.

TECH NICHE

IT'S THE COLUMN THAT DOESN'T TALK DOWN TO YOU BECAUSE WE DON'T HAVE A CLUE ABOUT PROGRAMMING EITHER!

Casting my mind back to 1983 when the Spectrum 48k still smelt plastically new, I had but two programs - Football Manager and a collection of fonts from a mail order firm; typical back pages of computer mags stuff. Kevin Toms Basic, fine introduction as it was to the world of soccer statistics, looked a bit naff even then. We didn't care at the time because just watching your own name come up on a telly screen was enough to send you into raptures. Any game after 1983 that dressed itself in Sinclairs own spindly font were given short shrift, and rightly so, for it was the easiest way to make a game look a thousand times better. So I thought (with the brain processes that make teenage boys the world over go on to build bridges and find cures for genital disease)... what if I use one of these new fonts in Football Manager?

With all the programming knowledge of a whelk I then proceeded to load in a font as per instruction and then loaded up Football Manager. Blow me, it worked and it looked great! Sadly I never went on to design the Millennium Dome, but after my initial fumblings I felt I could even ask the girl out from the Co-Op such was my confidence. Unbeknown to me, Spectrum memory is a fussy and fickle beast, and at some point shortly after, following some saving and reloading, everything went arse up. The cute girl turned me down as well. This was surely the turning point in many a programers career - if the girl had said yes the bloke became normal and went on to having at least two girlfriends per annum, if she said no then that was that, you were a social failure, best concentrate on the programming (and a couple of hundred Crashed readers shift about nervously in their seats).

Last issue we gave a new PD game Radio Manager a bit of a tonking, nice idea we said but a bit vapid. It was in fact just a program listing taken from a book of such things. What a good idea for an article we thought, going through the process of upgrading someone elses unfathomable programming routines... then we realised we had to write it too. Balls, but its still a good idea. So the first step is to actually get this program into a Spectrum. KEY: For clarity, when there are a succession of spaces you'll see in bold **(sp32)** so you'd type 32 spaces innit.

```
10 RESTORE : PRINT PAPER 2; INK 6;
FLASH 1;"INITIALISING"; FLASH 0;"please
wait"
20 POKE 23658,255
30 DIM I$(13): DIM H$(15): DIM
G$(10): DIM N$(25,15): DIM S$(25,15):
DIM P(4,25): DIM T(25,2): DIM
T$(25,13): DIM S(25): DIM R(25)
40 DIM B$(23,15): DIM M(23): DIM
B(23): DIM N(23)
50 FOR I=1 TO 23: READ B$(I),M(I),
B(I): NEXT I
60 DATA "ALF AARDVARK",1,50000
61 DATA "BRIAN BOULDER",2,30000
62 DATA "CLARA CUTHROAT",5,45000
63 DATA "DINA DINAMICK",10,25000
64 DATA "EDDIE EEL",15,10000
65 DATA "FREDA FOOLISH",20,10000
66 DATA "GERRY GULLIBLE",25,10000
67 DATA "HARRY HATEFUL",30,15000
68 DATA "IZZY IDLETALK",35,10000
69 DATA "JOY JETSETTER",40,25000
70 DATA "KING KNIFE",50,20000
71 DATA "MOLLY MUD",50,10000
72 DATA "NED NORMAL",50,20000
73 DATA "POLLY PERSPEX",60,10000
74 DATA "RICKY RADIO",65,25000
75 DATA "SALLY SONIX",70,15000
76 DATA "TOMMY TAPE",75,30000
77 DATA "UNCLE USELESS",80,10000
78 DATA "VICTOR VROOM",85,25000
79 DATA "WALLY WETLOCK",90,10000
80 DATA "XANDRA XEXY",95,40000
81 DATA "YALE YETI",98,45000
82 DATA "ZOOT ZIEGLER",99,50000
100 DIM D$(22,32)
105 FOR I=1 TO 20: READ D$(I)
106 NEXT I
107 FOR I=1 TO 25: LET P(2,I)=
100000:NEXT I
109 DATA "(sp32)"
110 DATA "(sp11)STOCKBRIDGE O(sp8)"
112 DATA "(sp1)SALISBURY O(sp4)
WINCHESTER O(sp4)"
113 DATA "(sp32)"
116 DATA "TWYFORD O(sp23)"
117 DATA "(sp6)ROMSEY O(sp10)
P/FLD O "
118 DATA "(sp9)CHNDLRS/FORD O
(sp9)"
119 DATA "(sp14)EASTLEIGH O(sp7)"
120 DATA "(sp18)B/WALTHAM O(sp3)"
121 DATA "(sp1)F/BRIDGE O(sp21)"
122 DATA "(sp9)TOTTON O £(sp13)"
123 DATA "(sp17)££ O SOUTH/TON "
124 DATA "(sp18)££WICKHAM O(sp3)"
125 DATA "(sp3)LYNDHURST O
(sp6)££(sp10)"
126 DATA "(sp2)RINGWOOD O
(sp8)££FAREHAM O "
127 DATA "(sp6)B/HURST O
(sp5)£££(sp8)"
128 DATA "(sp15)£(sp2)££££££(sp8)"
129 DATA "(sp1)C/CHURCH
O(£13)P/MTH£O "
130 DATA "(sp1)O B/MTH(£23)"
131 DATA "(sp32)"
190 FOR I=1 TO 20: READ T(I,1),T(I,2):
NEXT I
191 DATA 3,23,4,11,4,27,6,28,7,13,7,
30,8,21,9,24,10,27,11,10,12,15
192 DATA 13,20,14,28,15,13,16,11,16,30,
17,14,19,10,19,30,20,1
193 FOR I=1 TO 20: READ T$(I): NEXT
I: FOR I=1 TO 20: READ S(I): NEXT I
194 DATA "STOCKSBRIDGE",
"SALISBURY","WINCHESTER","TWYFORD","
ROMSEY","PETERSFIELD"
195 DATA "CHANDLERS FORD",
"EASTLEIGH","BISHOPS WALTHAM",
"FORDINGBRIDGE","TOTTON"
196 DATA "SOUTHAMPTON","WICKHAM",
"LYNDHURST","RINGWOOD","FAREHAM",
"BROCKENHURST"
197 DATA "CHRISTCHURCH",
PORTSMOUTH",
"BOURNEMOUTH",1,3,4,2,2,2,1,2,1,1,1
198 DATA 5,1,1,2,2,1,1,5,5
200 PAPER 4: BORDER 5: INK 0
205 CLS : PRINT AT 2,0;
210 FOR I=1 TO 20: PRINT PAPER 2;
INK 6;D$(I): NEXT I
250 FOR I=1 TO 25: IF N$(I,15)<>"*"
THEN GOTO 270
260 PRINT AT T(I,1),T(I,2); PAPER 3;
INK 5;S$(I,1)
270 NEXT I
300 PRINT AT 0,0; PAPER 6;"SPACE";
PAPER 4;" FOR AUDIENCE REACTION.
"; PAPER 5;"ENTER"; PAPER 4;" TO
SPEAK TO ME"
310 LET A$=INKEY$: IF A$="" THEN
GOTO 310
315 IF A$=" " THEN GOTO 700
317 IF A$<>CHR$ 13 THEN GOTO 310
320 GO SUB 5000
698 GOTO 200
700 PAPER 3: BORDER 1: INK 6
702 CLS : PRINT "HAS EVERYONE DONE
THEIR ANNUAL  PROGRAMME
REVIEW?(Y/N)";
703 LET A$=INKEY$: IF A$="" THEN
GOTO 703
704 IF A$="N" THEN PRINT A$: GOTO
200
705 IF A$<>"Y" THEN GOTO 703
706 PRINT A$
707 CLS : PAPER 4: BORDER 4: INK 0
710 PRINT AT 2,0;: FOR I=1 TO 20:
PRINT PAPER 3;D$(I): NEXT I
780 FOR I=1 TO 25: IF N$(I,15)<>"*"
THEN GOTO 795
790 PRINT AT T(I,1),T(I,2); PAPER 5;
INK 2;"@"
795 LET P(3,I)=0: NEXT I
797 LET QQ=1
800 LET PP=0: FOR I=1 TO 25
810 IF N$(I,15)<>"*" THEN GOTO 950
815 IF P(1,I)*10<QQ THEN GOTO 950
820 LET PP=1
825 LET PX=T(I,2): LET PY=T(I,1)
830 LET DX=INT (RND*3)-1
835 LET DY=INT (RND*3)-1
840 LET K=CODE SCREEN$
(PY+DY,PX+DX)
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850 IF K=35 OR K=64 OR K=CODE
S$(I) THEN GOTO 930
870 IF K=43 THEN GOTO 825
874 FOR M=1 TO 20: IF N$(M,15)<>"*"
OR S$(M)=S$(I) THEN GOTO 876
875 IF CODE S$(M,1)=K THEN GOTO
880
876 NEXT M: GOTO 900
880 LET P(3,M)=P(3,M)-1
885 FOR X=1 TO 5: PRINT AT
PY+DY,PX+DX;"*"
886 FOR Z=1 TO 50: NEXT Z: PRINT
AT PY+DY,PX+DX;" ": NEXT X
900 PRINT AT PY+DY,PX+DX; PAPER 1;
INK 6; FLASH 1;S$(I,1): BEEP .02,3
904 LET PY=PY+DY: LET PX=PX+DX:
LET P(3,I)=P(3,I)+1
910 GOTO 950
930 LET PY=PY+DY: LET PX=PX+DX
950 NEXT I
960 LET QQ=QQ+1
970 IF PP=0 THEN  GO SUB 9000:
GOTO 1000
980 GO TO 800
1000 PRINT AT 0,0;"THAT'S THE
AUDIENCE REACH AT THEMOMENT.":
FOR Z=1 TO 75: NEXT Z: PRINT AT
0,0;"PRESS SPACE FOR STATION
DETAILS."
1010 LET A$=INKEY$: IF A$<>" " THEN
GOTO 1010
1114 FOR I=1 TO 20: IF N$(I,15)<>"*"
THEN GOTO 1118
1116 LET P(2,I)=P(2,I)+P(3,I)*1500
1117 BORDER 1: GO SUB 2000
1118 NEXT I
1122 PRINT "SPACE TO RETURN TO
BASIC MAP"
1123 IF INKEY$=" " THEN  GOTO 1123
1125 GOTO 200
2000 CLS : PRINT "{-27}"
2010 PRINT "RADIO ";S$(I)""BASED IN
";T$(I)
2020 PRINT "'STATION MANAGER:
";N$(I)
2040 PRINT "'AUDIENCE FIGURES..."
;P(1,I);"%"
2050 PRINT "AUDIENCE
APPRECIATION..."
;P(3,I)
2060 PRINT "'MONEY AVAILABLE..£"
;P(2,I)
2062 FOR J=1 TO 23: IF N(J)=I THEN
PRINT "PRESENTER...";B$(J)
2063 NEXT J
2070 PRINT "{-27}"
2080 PRINT "SPACE FOR MORE
DETAILS"
2090 IF INKEY$<>" " THEN GOTO 2090
2100 RETURN
5000 GO SUB 9000: PRINT AT 0,0;"IS
THIS A NEW STATION? (Y/N)"
5003 IF INKEY$<>"Y" AND INKEY$<>"N"
THEN GOTO 5003
5004 IF INKEY$="Y" THEN GOTO 5006
5005 GOTO 5030
5006 GO SUB 9000: PRINT AT
0,0;"WHAT IS YOUR NAME?": INPUT
LINE H$: LET H$(15)="*"
5008 GO SUB 9000: PRINT AT
0,0;"THE NAME OF YOUR STATION?":
INPUT LINE G$
5010 FOR I=1 TO 25: IF S$(I,1)=G$(1)
THEN GOTO 5013
5012 NEXT I: GOTO 5015
5013 PRINT AT 0,0;"SORRY, PLEASE
CHOOSE ANOTHER NAME": FOR I=1 TO
200: NEXT I: GO SUB 9000: GOTO
5008
5015 GO SUB 9000
5020 PRINT AT
0,0;"RADIO:";G$""MANAGER:";H$
5021 FOR I=1 TO 100: NEXT I: GO SUB
9000
5022 PRINT AT 0,0;"BASED IN WHICH
TOWN? (PLEASE ","ENTER "; INVERSE
1;"FULL"; INVERSE 0;" PLACE NAME)":
INPUT LINE I$
5023 GO SUB 9000: FOR I=1 TO 25:
IF T$(I)=I$ AND N$(I,15)="*" THEN
GOTO 5026
5024 IF T$(I)=I$ THEN  GOTO 5028
5026 NEXT I: GO SUB 9000: PRINT AT
0,0;"SORRY, NOT AVAILABLE": FOR I=1
TO 100: NEXT I: GO SUB 9000: GOTO
5022
5027 RETURN
5028 PRINT AT 0,0;"CONGRATS ON A
NEW STATION OPENING. GOOD LUCK!"
5029 PRINT AT T(I,1),T(I,2); FLASH
1;"@": LET S$(I)=G$: LET N$(I)=H$:
FOR I=1 TO 100: NEXT I: RETURN
5030 CLS : PRINT "ENTER YOUR
NAME:- ";: INPUT LINE H$
5038 FOR I=1 TO 25: IF N$(I, TO
14)=H$( TO 14) THEN GOTO 5050
5040 NEXT I: PRINT "SORRY BUT
THERE IS NO RECORD OF THAT NAME":
FOR I=1 TO 100: NEXT I
5045 RETURN
5055 CLS : PRINT "RADIO ";S$(I)"'OF
";T$(I)
5060 PRINT "STATION MANAGER..."
'N$(I)
5070 PRINT "{£32}"
5080 PRINT "MONEY AVAILABLE...£"
;P(2,I)
5090 PRINT "{£32}"
5100 PRINT  INVERSE 1;"NO.   NAME
{sp14}PRICE"'
5110 FOR J=1 TO 23: IF N(J)<>0 THEN
GOTO 5130
5115 IF RND>.45 THEN GOTO 5130
5120 POKE 23692,255: PRINT J;TAB
6;B$(J);"   ";B(J)
5130 NEXT J
5150 PRINT "DO YOU WANT TO HIRE
ONE? (Y/N)"
5151 POKE 23692,255: LET
A$=INKEY$: IF A$<>"Y" AND A$<>"N"
THEN GOTO 5151
5152 IF A$="N" THEN GOTO 5165
5153 PRINT AT 20,0;"WHICH
PRESENTER DO YOU WANT?"
"'NUMBER...";
5154 GO SUB 8000
5155 LET B=VAL H$: IF B=100 THEN
GOTO 5165
5156 IF B>23 THEN GOTO 5153
5157 PRINT A$: PRINT "YOU HAVE
£";P(2,I)
5160 LET N(B)=I: PRINT 'B$(B);"
JOINS""RADIO ";S$(I);" !!!"
5165 LET P=0
5170 PRINT "PRESENTERS ON
STATION...": LET B=0: FOR J=1 TO 23:
IF N(J)=I THEN GOTO 5180
5175 NEXT J: GOTO 5195
5180 LET B=1: PRINT J;TAB
5;B$(J);TAB 25;B(J)
5185 LET P=P+B(J): GOTO 5175
5195 IF B=0 THEN PRINT "NO SPECIAL
PRESENTERS ON STATION"
5200 PRINT "'YOUR WAGE BILL IS £";P
5202 IF P=0 THEN GOTO 5300
5205 PRINT "DO YOU WISH TO FIRE
ANY OF THEM?(Y/N)"
5210 LET A$=INKEY$: IF A$<>"Y" AND
A$<>"N" THEN GOTO 5210
5220 IF A$="Y" THEN GOTO 5230
5225 GOTO 5300
5230 PRINT "WHICH ONE...NO."
5231 GO SUB 8000: LET N=VAL H$
5232 IF N>23 THEN GOTO 5231
5235 IF N(N)<>I THEN GOTO 5300
5240 LET N(N)=0: LET P=P-B(N)
5250 PRINT B$(N);" LEAVES RADIO
";S$(I)
5300 LET P(2,I)=P(2,I)-P: IF P(2,I)<0
THEN GOTO 5320
5310 PRINT "{-27}"
5311 PRINT "YOU NOW HAVE £";P(2,I)
5315 GOTO 5350
5320 PRINT "YOU HAVE BANKRUPTED
YOURSELF!"
5325 LET P(2,I)=P(2,I)+P
5330 PRINT "'THEREFORE YOU MUST
FIRE ONE OF THEM...": GOTO 5165
5350 PRINT "{-27}"
5355 PRINT "WHAT PERCENTAGE OF
YOUR OUTPUT IS GIVEN OVER TO
MUSIC? (0-100)"
5357 GO SUB 8000: LET R=VAL H$
5360 PRINT "{-27}"
5365 PRINT "'RADIO CARS COST
£10,000 EACH"
5367 IF R(I)=0 THEN GOTO 5370
5368 IF RND>.4 THEN PRINT "ONE OF
YOURS HAS FALLEN APART": LET
R(I)=R(I)-1
5370 PRINT "YOU HAVE ";R(I);" RADIO
CARS, "'N$(I)
5380 PRINT "HOW MANY MORE DO
YOU WANT NOW?"
5381 GO SUB 8000
5382 LET PR=VAL H$: IF PR+R(I)=0
THEN PRINT "WHAT HAVE YOU GOT
AGAINST RADIO CARS?"
5383 IF PR+R(I)>5 THEN PRINT "NO
ONE NEEDS MORE THAN 5!": GOTO
5380
5385 PRINT "YOU NOW HAVE
";PR+R(I);" RADIO CARS, "'N$(I)
5390 LET P(2,I)=P(2,I)-PR*10000
5400 IF P(2,I)<0 THEN PRINT "NOT
ENOUGH MONEY!!": LET
P(2,I)=P(2,I)+PR*10000: GOTO 5380
5402 LET R(I)=R(I)+PR
5405 PRINT "'YOU HAVE £";P(2,I);"
LEFT"
5410 PRINT "{-27}"
5415 PRINT "HOW MUCH TO SPEND ON
PROMOTION?": GO SUB 8000: LET
PM=VAL H$
5420 LET P(2,I)=P(2,I)-PM: IF P(2,I)<0
THEN PRINT "NO CASH!!!": LET
P(2,I)=P(2,I)+PM: GOTO 5415
5600 PRINT "{-27}"
5605 PRINT "'"THANK YOU "'N$(I)
5700 LET P1=PM*(1+RND)+R(I)*10000
*(2+RND)+20000*RND
5710 FOR J=1 TO 23: IF N(J)<>I THEN
GOTO 5750
5720 LET PP=ABS (R-M(J))
5730 LET P1=P1+B(J)/10*(100-PP)
5750 NEXT J
5800 POKE 23692,255: PRINT "'YOUR
PREVIOUS AUDIENCE FIGURES
WERE...";P(1,I);"%"
5810 PRINT "{*27}"
5815 LET P1=INT (P1/10000)/10
5820 PRINT "'YOUR CURRENT AUDIENCE
FIGURES ARE...";P1;"%"
5830 IF P1>0 THEN GOTO 5845
5835 INVERSE 1: PRINT "'NO ONE IS
LISTENING TO YOUR STATION"
5841 PRINT "RADIO ";S$(I);" IS"
5842 PRINT  PAPER 2; INK 6; FLASH
1;"OFF THE AIR "; FLASH 0;"THAT'S
SHOW BUSINESS!": INVERSE 0
5843 LET S$(I)="": LET P(2,I)=10000:
LET P(1,I)=0: GOTO 5900
5845 LET P(1,I)=P1
```

```
5850 PRINT "(*27)"
5855 PRINT "'RADIO ";S$(I);" IS"
5860 PRINT "'STILL ON AIR...""'YOUR
AVAILABLE MONEY IS""£";P(2,I)
5870 PRINT "'...WE SHALL HAVE TO
SEE WHAT HAPPENS TO YOUR
REVENUE WHEN THE NEW FIGURES ARE
TAKEN INTO ACCOUNT"
5900 PRINT INVERSE 1;"SPACE";
INVERSE 0;" TO RETURN TO MAP"
5910 IF INKEY$<>" " THEN GOTO 5910
5920 RETURN
7999 STOP
8000 INPUT LINE H$: FOR X=1 TO LEN
H$: IF CODE H$(X)<48 OR CODE
H$(X)>57 OR H$(X)=" " THEN GOTO
8000
8010 RETURN
9000 PRINT AT 0,0;":(64 SPACES)"
9010 RETURN
9998 STOP
9999 BORDER 7: PAPER 7: INK 0: CLS
```

Just thought I'd mention after you've typed all that lot in that you could just send for it on tape or disk instead. Ahem. So we have a nice little game here, the aim of which is to start up a radio station in the south central area of England. The graphics have been supplied in lo-fi, i.e. they are made up of simple lines and character spacings to represent the map. Without putting too fine a point on it, it looks pug-ugly horrible. The first task in upgrading any PD game is to play it through until you're sick of it, making notes of what happens at various stages then glancing at the listing to see why it happened. Text based games are always the easiest to improve and even a complete novice can surprise themselves.

GET YOUR TOOLS OUT

Arm yourself with a selection of the following: Art software such as Art Studio, screen$ file compressors, 768 byte font sets. If you don't have such items I can forward anything you want, just send me a blank tape or disk and a SAE. No money please, I'm not like that, although if you have a naughty younger sister I'd be pleased to meet her.

Radio Manager is a little too reliant on Data statements, but that's lucky for us because they're easy to change. The disc jockeys available for hire are rated in a strange fashion; presenters near the beginning of the list are great for talk shows and news, the ones in the middle are all rounders who don't excel at anything and the latter names are best suited to poptastic music shows. That's the way the game has been programmed, I wouldn't have done it that way but no one cares so I'll move on. After the names are two values, these represent the presenters quality rating and their current wages. Your first task will be to change the names from the dreadfully unfunny to the vulgar. Polly Perspex could become Peter Pissflaps, that kind of thing. Well I think its funny.

The kindest thing we can do to Radio Manager is to upgrade the map screen from low-res to hi-res. The map as it stands represents the southern central area of England, the hash signs are supposed to be the coast lines and water. Some town names are truncated to fit on the map, but as you need to spell the towns in full to play the game, this is a major balls-up. Each town also has an attrib block assigned to it. Any map we make will have to be at exactly the same screen position when we put it back in, and it will be far easier to rip it out and improve it manually as opposed to mucking about with the Basic listing (it's not too fiddly getting it back in either). There's no problem breaking into a running game and saving the screen with SAVE "screen" SCREEN$. Do this in 48k mode though, as 128 Basic edits by default using the whole screen whereas the 48k option uses the bottom two lines only. People with a Multiface or a +D interface can just press a button. As luck would have it, the screen takes up an area minus the top two lines and the bottom two input lines. The top two lines are used by the game to display the messages. Weird.

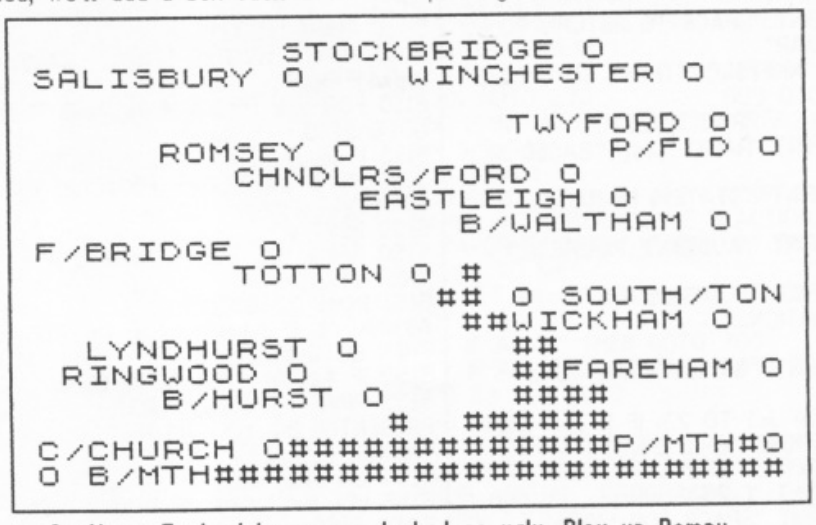
To make things a little clearer and defined, we'll add a box outline to the main program. Enter this new line:

```
108 PLOT 255,0: DRAW 0,159: PLOT
255,160: DRAW -255,0: PLOT 0,0:
DRAW 0,159: PLOT 0,0: DRAW 255,0
```

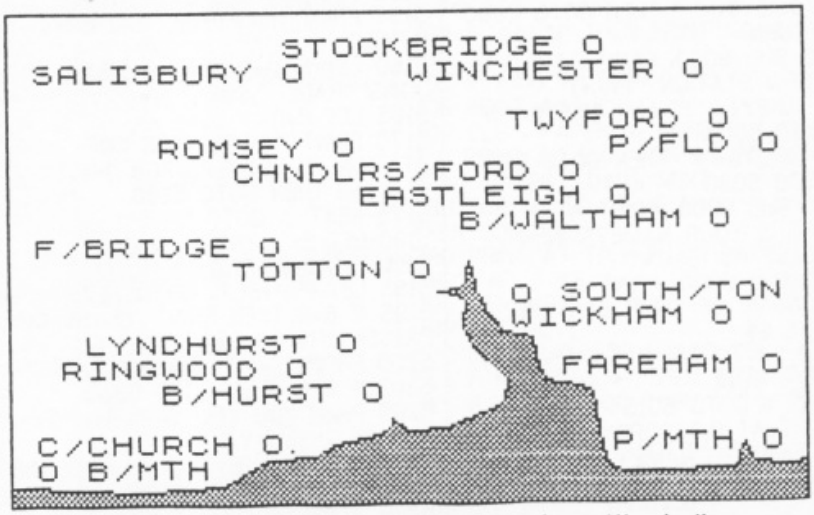
Alternately you can add this outline to the screen in the art package. It'll get overwritten by the Data statements in lines 109-131 if you run the program but worry not, those particular lines have only a few minutes/hours to live.

Pop your saved game screen inside Art Studio and start playing about with it. Get an atlas out and replace the hash characters with the actual coast line using the elasticated line option. Here's one I did earlier (and topographers need not point out that my scale and coastlines don't exactly please ships captains). I've also texture filled the sea with grey hatch, the same colour as the English Channel. Well, it is.

That's a big improvement, but just look at that lettering! The letter O's represent the town locations... I'm sure we can do better than that. You've got 64 pixels per character square to play with, that letter O could become a small house, or a radio mast, or a willy with all cum spurting out of it. That kind of thing.



Southern England has never looked so ugly. Play up Pompy.



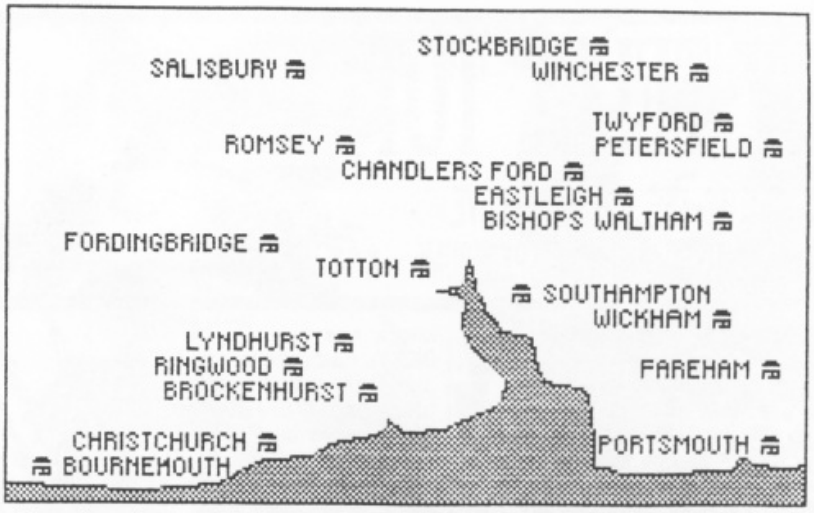
Rub some more sun cream onto the side of my tits darling.

There are no shortage of custom fonts out there, but that still wouldn't get past the problem of long town names - we're going to have to do the lettering freehand. Fear not, using a simple formula you can create nice looking letters with a bit of patience - I can't be the only one with nothing better to do surely? The regular Rom font is 6 chars high with a gap top and bottom, so we'll stick with that but reduce the width to 4 chars (five for those irksome M's, W's and Y's). One tip is to work backwards from the location 0 so you get the spacings looking right (or you could just use cut and paste options afterwards). You could use a superb utility like PFN which generates proprotional print in a variety of attractive fonts, although it would be fiddly to create them then squeeze them on from screen to screen. Art Studio 128's scrapbook option would come in very handy here.

For the finishing touch I've added a corny little house icon to represent the towns. With an imagination like this maybe I could get a job designing Windows 2003 icons... oops sorry Bill, there won't be one will there. Ha ha ha. I've left everything monochrome so far as it prints better onto paper from a Spectrum, but don't strain yourself with the concept of green for the land and blue for the sea. And we're all ready to whack the customised screen back into the game. Is that hard?

Our original listing came in at 14.5kb, and will shortly be quite lighter once we've removed the map generating Basic. Memory isn't going to be a problem with this game so we can do some fancy stuff without getting slack, and who wants a fat wallowing pig of a program anyhow? What we'll do is heave our screen$ through a screen compressor, this not only saves a lot of memory, it makes it very easy to reproduce the screen from Basic without any knowledge of machine code.

The best compressor I've used is by Mikropol, the Screen Compressor Plus V2.1 indeed - you may remember it from a Your Sinclair covertape. This utility squishes the screen using four different techniques and chooses the most economic scrunch. Save the code as "mapscreen" and ensure you make a note of how long the code block is. You could use alternative methods here, you could use one of Outlets handy tools which packed a Screen$ into a Rem line, very useful for keeping your game 100% Basic orientated but I've never had much luck with it myself. I prefer to use Basic and a seperate code block because it impresses girls more - they think I'm a coder or something. Ha! (What girls? - the readers).



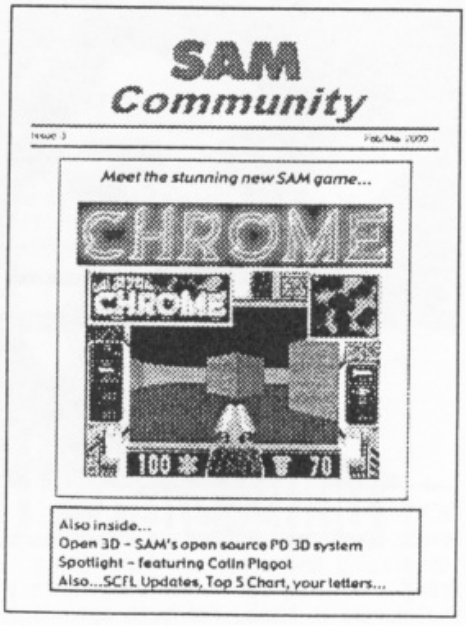
Why stop here, add the New Forest and the Isle of Wight. Ho ho.

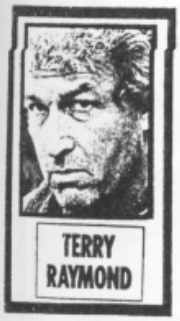
Upon shoving my creation through the compressor it came out the other end consisting of 2215 bytes instead of the usual 6912 bytes, saving (tap, tap, tap) 4697 bytes and already the girls are starting to cave the door in. Mikropols utility also includes a small piece of code that allows the screen to be expanded again with a simple instruction - RANDOMIZE USR address. Load this code into high memory along with your Basic, I'd suggest 50000 or 60000 to keep things neato:

```
CLEAR 59999: LOAD "mapscreen"
CODE 60000,2215
```

In case you think this article was just thrown together, I'm doing it as well kids, and I've hit a bit of a huge problem you'll not be surprised to hear! Now then, time to have a closer butchers at the Basic. Line 190 starts the business of reading in Town coordinates and place names for future CODE SCREEN$ computer trickery... and here we are trying to replace an ugly map in Basic which is therefore crucial to the game. So, time to wrap up here whilst I get my brain working (i.e. ask someone else). Experiment with the RANDOMIZE USR address command to overlay our new map over the stinky Basic one, and let me know if you get it working better than me. If life was going to be easy why would we get out of bed?

Time of course to mention the huge prize for sending in the best customised version of Radio Manager - a date with Claire Girlzilla at a posh place of her choosing. You get to pay and I'll also be there, pushing up the bill and giggling.





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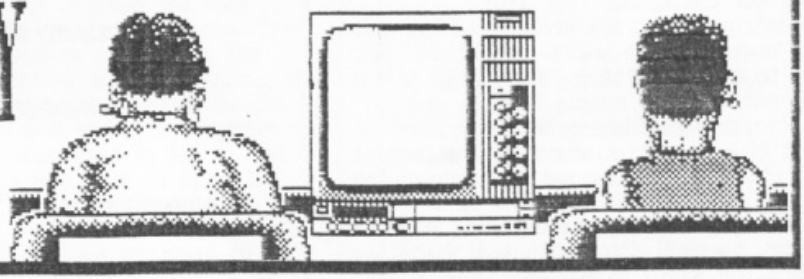
TOP TELLY TOTTY

ITS THE GIRLS YOU LOVE DIGITISED INSIDE A SPECTRUM!



DICKY: Yes we're back again for another slice of vulgar adult material, squeezed into a smaller font to give you more and ironically the most popular and patronised item in a Spectrum fanzine. But of course all pictures were digitised with an obscure Dutch add-on so there's your Spectrum connection.

DAVE: Gotta get up early for you Dick. Quite a landslide new number one this issue kids, she's flew in on the back of nine (yes count them, backwards off ten) massive votes! People who love a lie in and tug of a Saturday morning have nominated Irish beauty Emma Ledden from the Beebs Live and Kicking.

DICKY: Hmmmm yes, I prefer Scottish girls it has to be said, but doe-eyed Emma sure has a winsome cheeky grin for the hand shandy army.

DAVE: There was a tragic flirtation with hair extensions recently but I'm pleased to report she's back on track. Lesbians and gentlemen, the delicious Miss Emma Ledden.

DICKY: Oh she's so very painfully lovely. You know Dave, some girls are for kissing and some are for fisting front and back, but I feel deep down that Emma is handy for both options.

DAVE: So what is it with Scottish girls, and apart from the singer out of the Cocteau Twins, Clare Grogan and Lulu from the 60's, what is it with Scottish girls?

DICKY: They have lovely voices and they all smell of shortbread. You know how lovely a girl can look in a tartan mini skirt and a smile.

DAVE: Girls who wear those all come from Vauxhall. Anyway, we're not allowed to say Scottish girls because that's a racist anti-social comment, they are simply, birds we want to knock one up.

DICKY: Fair comment. Jim Grimwood has pissed onto Crashed's forest fire by suggesting that Sabrina the Teenage Witch is in fact inferior to Aunt Zelda! Mind you, there's a splendid arse on it.

DAVE: No that's fat Aunt Hilda you chubby chaser, Zelda is the skinny old prostitute one. Come on Jim, wouldn't you prefer young firm Sabrina giving it some cock jockey? I suppose you do have a point, some men prefer the older woman because of what they know where knobs are concerned.

DICKY: I tell you Dave, all these magazine articles about where the fucking clit is, and 90% of girls think your cock is made out of rubber with concrete trim. They simply don't teach the right things in school. Less pie chart more hairy pie handle.

DAVE: Another new entry this week is straight in at number 8, (and we've had so many votes for different birds that we've now got a top 20), its Lisa Rogers up there in the top right hand corner!

DICKY: Lovely Lisa was recently interviewed in the Daily Mirror where she confessed to having the biggest tits in her school, and coupled with her five foot nothing torso must have been a splendid sight in the gym.

DAVE: Why are so many PE teachers homo? We had one called Mr.Tiplady, and he was the biggest queer in Plaistow.

DICKY: It's because they like looking at young boys bums, and they can't teach proper subjects, and because they like to bully small boys whilst looking at their bums too.

DAVE: Concise and spot-on as usual Dick. Lisa was first spotted on a late night Channel 4 sports show, and she showed everyone her bosoms inside a union jack bra.

DICKY: Its girls like this that give me a horses handbrake.

DAVE: Moving on, we have a disqualification in the shape of Joyce Cook nominating Puff Daddy. Puff, it would appear, is a bloke, so he's not allowed on these pages, and he's a pop star as opposed to a TV or film celebrity, so double whammy on that one my friend.

DICKY: Limbering up for our soon come Blue Peter special, Clive Gedge has voted for Anthea Turner, because he says she's always giving people a flash of her girly white pants as she gets out of cars.

DAVE: Is there any more fabulous a sight than Anthea and her white knicker shots? I think not. What I wouldn't give to see Sarah Greene with her pants gone right up!

DICKY: Ben from Southport, still our youngest reader, wants to upgrade his previous status - he now wants to sleep with Mildred Hubble instead of just going to the pictures and that.
DAVE: That's fine Ben, we knew that all along you young buck. You don't want to know what I was up to when I was thirteen, oh alright then, I was rustling five off Lynn Paul from the New Seekers.
DICKY: Speciality sex corner now, Martyn from Rugby wants to marry Misty from Pokemon. Martyn, this does suggest you're rather scared of real girls either through lack of social skills or the fact that you look like a fat gorilla and women find you physically repulsive. Try joining an evening class or maybe start making a fanzine, you'll find girls flocking around you because you'll appear so talented despite your grotesque appearance. Just one tip, don't print a picture of your face on the Editorial page, you'll not do yourself any favours there mate.

DAVE: Rules are made for breaking Dick but point of order please. B*witched are pop stars and therefore not allowed, but they have presented several pop shows and do the Friday game on Blue Peter. Can we have a verdict?
DICKY: You're pushing me here David but as they are so lovely, go on then, but only the best two. You see kids, compromising can be fun.
DAVE: Brilliant! Here are Siobhen and Lyndsey, the best two out of B*witched. Sometimes its hard to work out which one I want to serve first, the skinny blonde one with the dirty squint or the dozy one who doesn't know what time of day it is. Dum de dum, decisions decisions...
DICKY: Let's go three's up. And if our ball bags should touch during the act you know what must be done. One of us has to die.

THE READERS TOP TWENTY STATS

1 (-) EMMA LEDDEN (LIVE & KICKING)
2 (1) BUFFY THE VAMPIRE SLAYER
3 (2) SABRINA THE TEENAGE WITCH
4 (4) ALICIA SILVERSTONE
5 (7) SEVEN OF NINE (VOYAGER)
6 (3) KONNIE HUQ (BLUE PETER)
7 (9) HAYLEY (HOME & AWAY)
8 (-) LISA ROGERS (GRUDGE MATCH)
9 (-) CLARE GOOSE (CASUALTY)
10 (-) SARAH JANE (GRANGE HILL)
11 (-) SHARON (FENN STREET GANG)
12 (5) GAIL PORTER
13 (-) NIAMH CUSACK
14 (8) GEMMA (FAMILY AFFAIRS)
15 (10) NATALIE (EAST ENDERS)
16 (-) GLADYS EMMANUELE
17 (-) KATY HILL (BLUE PETER)
18 (-) AUNT ZELDA
19 (-) SARAH LOU (CORONATION ST)
20 (6) WADE WELLES (SLIDERS)

Keep your knuckle shuffle votes coming in. Especially write in and tell us if you've actually shagged someone famous or seen their bums. The Crashed readers top 20 is made entirely out of readers votes unless we make them up.

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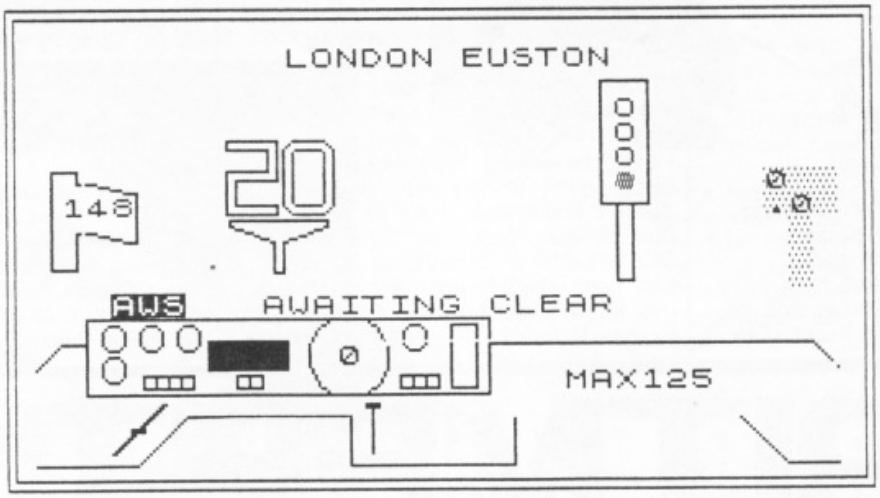
SINCLAIR C64 AMSTRAD NINTENDO SEGA ATARI COLECOVISION VECTREX ACETRONIC VOLTMACE

the disturbing world of Ashley Greenup

You want obscure Spectrum software don't you, we've got obscure Spectrum software, and you're talking the smallest of small ad software nestled at the rear of Radio electronics,mags and Bus spotters monthly. This software is frankly far more valuable than all the Melbourne House classics put together, and as luck would have it, its all been released into the public domain. We're talking Ashley Greenup Railway simulations! Original copies would change hands for a fiver a piece in the right markets.

Those who scoff at the idiosyncratic British and their fondness for all things on rails, should look at the profit stats titles like A-Train, Railroad Tycoon and Desha De Go do in Japan - software about trains and transport and being in control. One of the first train games was the 8 bit Southern Belle, where you had to operate a steam train from Victoria to Brighton (in the days when families could take their children to the beach and not find gay boys shagging each other senseless). Electric trains have three controls; go forwards, brake and cancel the signal warning... steam trains have more handles and valves to operate than a Russian nuclear power plant. Actually, Etch-A-Sketch has more controls than a Russian nuclear power plant, but that's neither here nor there right now.



Southern Belles sequel, Evening Star, saw you trundling off in the opposite direction and both sold extremely well as novelty games. Jerky and vacuous they may have been on a Spectrum, yet they did something alarmingly cerebral - they made you a train driver! All you accountants and general managers may scoff at such a working class profession, but if Stan Bastard hasn't had his cup of tea and a fatty bacon sandwich, you pin-striped gits from East Cheam on platform 2 ain't going nowhere mate.

Young Ashley, who was always 46 years old even at primary school, mesmerised by these innovative and bold gaming ideas decided to write his own. Not constricted by his lack of machine code knowledge, he proceeded to write entirely in 48k Basic, a train driving simulator from Euston to Glasgow (changing drivers at Preston to load side b). Quite pleased with his efforts, Ashley formed a bedroom software company and advertised his sim in the back pages of specialist railway and electronics magazines - they tore his arm off for copies! The legend of Locodriver was born.

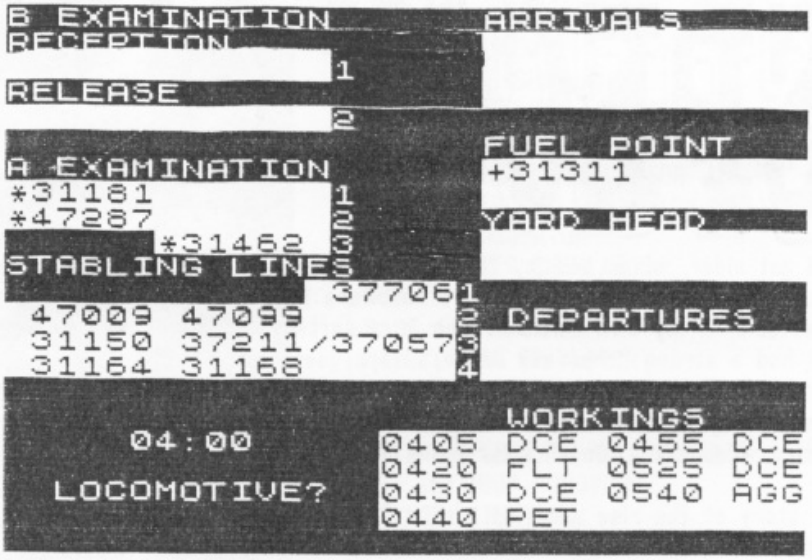
In comparison to Hewson's Southern Belle, Locodriver didn't have a visual image of moving scenery, it was text based with eye-wink animated graphics - imagination was the key here with the screen providing tit-bits of anally retentive accurate information for your childhood fantasies to recreate in glorious 3D brain stereo. We can all imagine 46 year old confirmed batchelor Ashley hunched over official gradiant maps with associated stats now can't we. Hmmmm, I can.

The success of Locodriver at the amateur level encouraged Ashley to program a few more. His standing as a railway buff ensured that he had a wealth of routes and traction types to play with, and play with them he did. Fourteen seperate Locodrivers were released from Penzance to Dundee over the next three years, helped by the fact that he only really needed to change all the data statements from game to game and perhaps a little tweaking of the control panel to represent various diesel monsters. Ashleys activities brought him into contact with other 8 bit computer train buffs, and soon things started to branch line out. The beast was starting to evolve!

The emphasis switched to the behind the scenes action on Britains railways, the signal boxes that stopped trains crashing into one another, the depots where trains were washed and repaired, and of course the Fleet managers who organized things like getting the trains to do what they should be doing.

1991 was a busy year for Ashley, he was pumping out Powerbox simulators almost on a monthly basis. What you saw in his Spectrum versions was surprisingly like what you saw in a real signal box

even to this day; an overhead station track lay-out and little coloured blips to represent the trains, each train is also allocated a coded running number. Makes you feel different about getting on one now doesn't it - maybe the 14.05 from Dartford really was sent to platform 6 by Atari XL (and knowing Railtrack...). Being a signal man isn't very easy, one little hiccup anywhere along the route and you'll soon be facing a backlog in the rush hour. These sims really are great fun once you put yourself into the role as it were, and real signal people have to sit at similar computer programs before they come anywhere near the real thing.



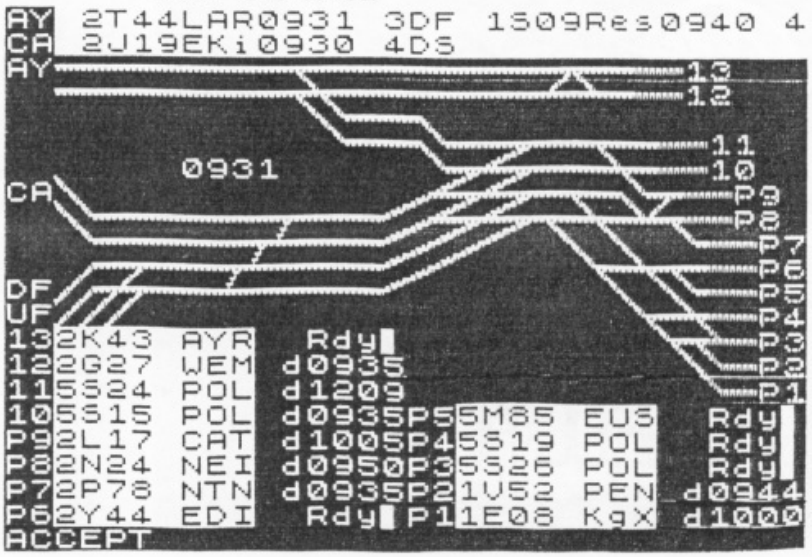
Inbetween these original and challenging games came the real meat on the mouse, the depot masters! Like your bathroom and your bedroom at home, this is a place where trains go to have the spunk and sick scraped off the seats and swept under the seats instead. Your task is to direct these trains first through the washers and then into the mantainence examination bays. Depending on the work needed you then have to allocate the spruced up vehicles ready for another days work. Griping stuff, especially if you've ever wondered what happens when you piss on the floor on your way home from the pub and don't smell it the next day on your way to work... do you think its the urine fairies or something?

For the 8 bit management purist, bored of endless football variants, why not accept the challenge of the Fleet Managers? At your command are a collection of well past it Deltic Class 33 locomotives (quite sexy looking brutes really with that big snub nose), and you have to keep them going, fueled, checked and ready to-serve wherever they're needed. A real life fleet manager actually spends most of his time with his feet up listening to obscure late night radio phone-ins, or of course the standard portable telly with the flickery picture he never bothers to improve.

Don't for one second think I'm being nasty to Ashley or his suite of games, I positively wallow in the ambiguous unlit classics the Spectrum has hiding in its underclothing, of which these railway flavoured fumblings are almost top of the list. I've played them all, and they are almost ready to be released once more into PD land in their original forms (once I've typed out the bloody manuals). Yes they do look like screenfuls of complicated statistics with nowhere to go, but look, that really is Glasgow Central station packed out with trains on every platform, five of which are ready to go on their merry way and three more waiting at signals to come in. Ask Rob Skeene if you have doubts. And look, that's Stratford East mainline depot down below, and it always looks so bracing this time of year. The last time I went for an A examination I'm sure it wasn't anywhere near a train line.

Many thanks have to go out to Robert 'Shed full of Spectrum games' Chilton for his unrelenting attitude that all of the titles could be tracked down eventually, and no one has tracked them down better. Sadly there are a couple of titles that remain elusive - the Amtrak Rail Rover for one. Any weirdo American train spotter sim buffs out there?

Saving the best to last, as all editors worth their salt do (ho ho), we have the ultimate train spotters game, that is, watching little UDG trains flickering across the screen and noting down the number from your sheet of stats. Go to the start of this paragraph and read that again. Jesus H Christ Almighty. It reminded me of the time when I was chatting to a lady train spotter at London Bridge (highly unusual that but she was reassuringly ugly). I suggested she merely visit the six inner London train depots and bought each shunter a beer, in return they'd give her an up to date computer print-out of all the train numbers they had. She looked at me as though I had just shot her mother. "What would be the point in that?" she asked.



SPECCY COLLECTOR

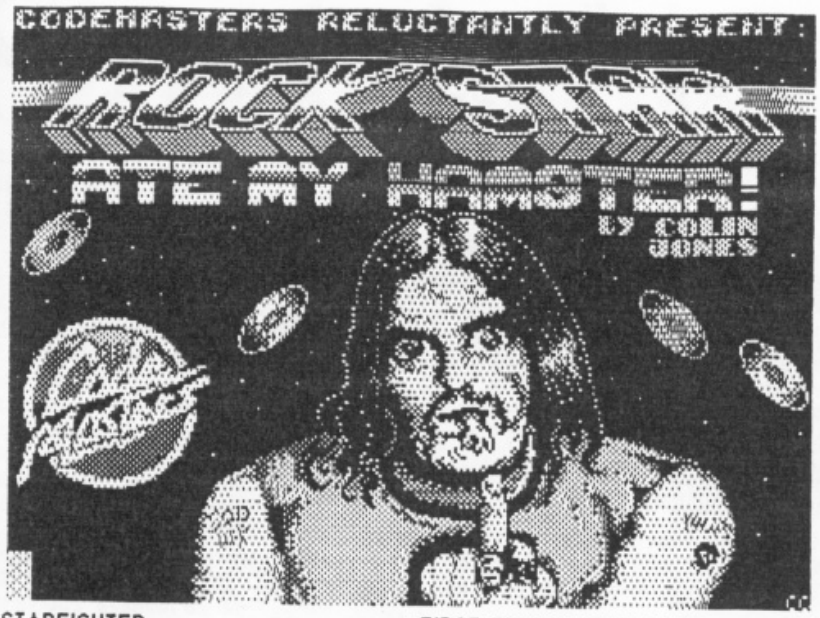
As I get older, wiser and my testicles get ever more droopy, I ask myself what makes a software house collectable. In my own personal opinion, a software house that had a strong corporate image always goes down well because the games all look so neat and tidy when you line them up together and they're easy to spot amoungst the bootleg video tapes. Codemasters are one such beast.

The story of the rise and rise of the Darling Bros has been well documented elsewhere and everywhere, and since their exit from the Spectrum scene at the alarmingly late year of 1992, have gone on to quite spectacular success and currently employ over 300 people. In an interview in one PlayStation magazine, a Codies producer casually announced that any programmers who turn up looking for jobs and state their previous Spectrum work get shown the door pronto - apparently graduates straight from University are better! Bit short-sighted but that's the way they do things these days. It's just a shame that graduates know very little about anything other than playing Rugby and where the wallet of Daddy is.

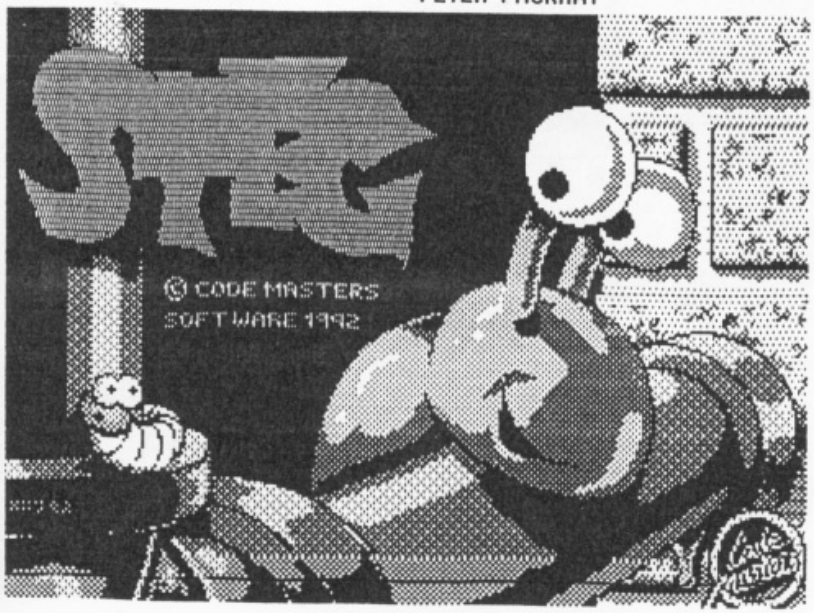
In 1993 they entered the Sega MegaDrive scene with Micro Machines, a title that had taken the NES by storm three years earlier. These were followed by fellow chart toppers Brian Lara Cricket and Micro Machines 2. 1996 saw them enter the fledgling PlayStation world with the rather awful Pete Sampras Tennis followed by the getting better Jonah Lumo Rugby, but pulled their Sony socks up the following year with, erm Micro Machines and the brilliant Toca Touring Cars (selling 2.5 million copies of the latter in Europe alone). 1998 arrived and so did Colin McRae Rally and Music, a 16 track digital recording studio for £35! LMA Manager redesigned football management games on a console, Downhill Mountain Biking, Toca 2 and Music 2000 (now a 24 track digital recording studio for £30!) gave Codemasters the reputation as the number 1 British software house. And look forward why don't you to Prince Naseem Boxing, Colin McRae 2 and erm, another Micro Machine game.

Simply put, you can rely on Codemasters these days to not let you down, and the story was almost the same way back in the days of the tape cassette software. We could forgive them the odd farty trousers job - Super Seymour ripping off Bomb Jack to such an extent that all the originators could do was laugh, Tarzan Goes Ape having exactly the same code as Big Nose, and all those simulator games that were about as true to life as Ken Livingstones bank account. But didn't they pull it out the bag with Dizzy, surely the Spectrums Lara Croft thing and several other classics that you've all conveniently forgotten about. Another ride on 1992's Steg the Slug and you'll see how original and well programmed it was. If only half the titles being released on the 8bit GameBoy were as enjoyable instead of a film licence character jumping about in yet another platform game.

Codemasters then, reliable innovative and British - makes you flipping proud it really does! Look out for the Quattro compilations - four games on one cassette and the Cartoon Time sub label. Ultra rare now is the CD disk compilation and special lead. As you'll see from the following list, they were quite prolific for a software house...



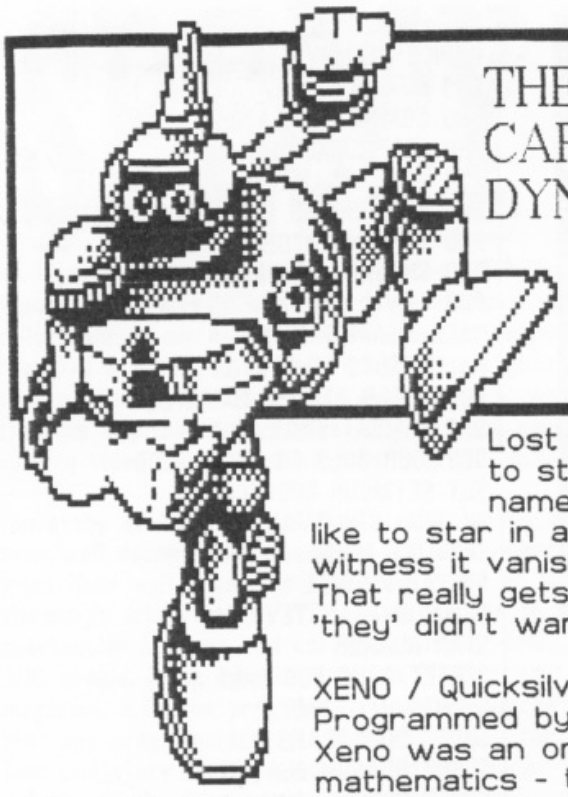
3D STARFIGHTER
750CC GRAND PRIX
ADVANCED PINBALL SIM
ARCADE FLIGHT SIMULATOR
ATV SIMULATOR
BIG FOOT
BIG NOSE IN THE USA
BLADE WARRIOR
BMX FREESTYLE
BMX SIMULATOR
BMX SIMULATOR 2
BOUNTY HUNTER
BRAINACHE
BUBBLE DIZZY
CAPTAIN DYNAMO
CHAMPIONSHIP JETSKI
CJ IN THE USA
CJ'S ELEPHANT ANTICS
CRYSTAL KINGDOM DIZZY
CUE BOY
DEATH STALKER
DIZZY
DIZZY DOWN THE RAPIDS
DIZZY PANIC
FANTASY WORLD DIZZY
FAST FOOD
FIRST DIVISION MANAGER
FRUIT MACHINE SIMULATOR
FRUIT MACHINE SIMULATOR 2
GHOST HUNTERS
GRAND PRIX SIMULATOR
GRAND PRIX SIMULATOR 2
GUARDIAN ANGEL
HIT SQUAD
INTERNATIONAL RUGBY SIM
ITALIAN SUPERCAR
JETBIKE SIMULATOR
KAMAKAZE
KGB SUPERSPY
KWIK SNAX
LITTLE PUFF
MAGICLAND DIZZY
MIG 29 SOVIET FIGHTER
MISSION JUPITER
MONTE CARLO CASINO
MOTO CROSS SIMULATOR
MOUNTAIN BIKE 500
NINJA MASSACRE
OLLI AND LISSA 3
OPERATION GUNSHIP
PARIS TO DAKAR RALLY
PETER PACKRAT



PHANTAMOS
PRINCE CLUMSY
PRO BOXING SIMULATOR
PRO BOXING SIMULATOR 2
PRO GOLF SIMULATOR
PRO POWERBOAT SIMULATOR
PRO SKATEBOARD SIMULATOR
PRO SKI SIMULATOR
PRO SNOOKER SIMULATOR
PUB TRIVIA QUIZ
RACE AGAINST TIME
RALLYCROSS SIMULATOR
ROCK STAR ATE MY HAMSTER
SAS COMBAT SIMULATOR
SEYMOUR GOES TO HOLLYWOOD
SGT SEYMOUR ROBOTCOP
SKYHIGH STUNTMAN
SLIGHTLY MAGIC
SOCCER PINBALL
SPIKE IN TRANSYLVANIA
STAR RUNNER
STREET GANG FOOTBALL
STUNTMAN SEYMOUR
SUPER BIKE TRANS AM
SUPER DRAGON SLAYER
SUPER G-MAN
SUPER HERO
SUPER ROBIN HOOD
SUPER SEYMOUR
SUPER STUNTMAN
SUPER TANK
TARZAN GOES APE
TERRA COGNITA
TILT
TORNADO ECR
TRANSMUTER
TREASURE ISLAND DIZZY
TURBO THE TORTOISE
TWIN TURBO V8
VAMPIRE
WACKY DARTS
WHITE HEAT
WILD WEST SEYMOUR
WIZARD WILLY
WRESTLING SUPERSTARS

4 SOCCER SIMS
CD COLLECTION
DIZZY COMPILATION
QUATTRO ADVENTURE
QUATTRO ARCADE
QUATTRO CARTOON
QUATTRO COMBAT
QUATTRO FANTASTIC
QUATTRO FIREPOWER
QUATTRO POWER
QUATTRO RACERS
QUATTRO SPORTS
QUATTRO SUPER HITS

CURRENT VALUES: Prices have generally doubled over the past year and will continue to increase more than others, so expect to pay £2 per tape and £20-£30 for the CD package. Happy hunting.

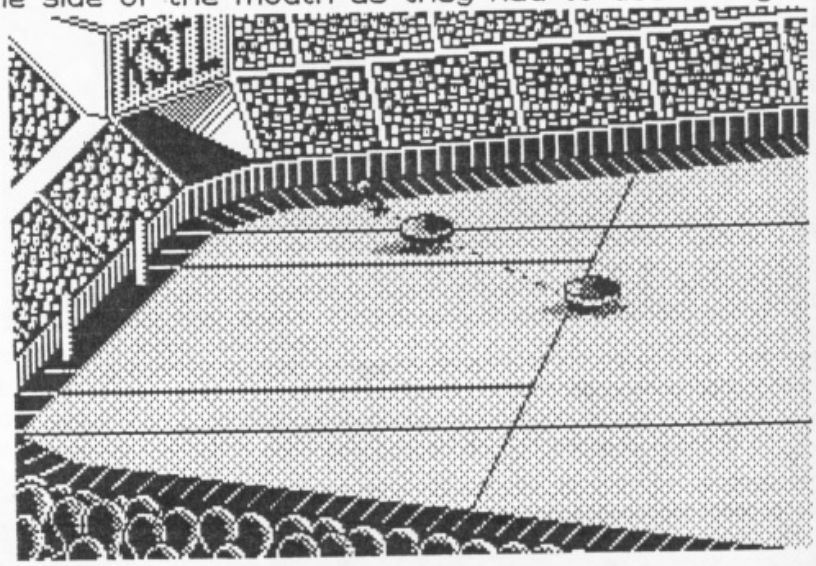


THE LATE CAPTAIN DYNAMO'S Forgotten CLASSICS

Lost in an finite world, yet with a mind that appears to stretch beyond infinity - that is my destiny. My name is Captain Dynamo, and I should know what it's like to star in a superbly programmed Spectrum title only to witness it vanish off the face of the earth for no good reason. That really gets my goat. So what else have you missed that 'they' didn't want you to see...whoever they are.

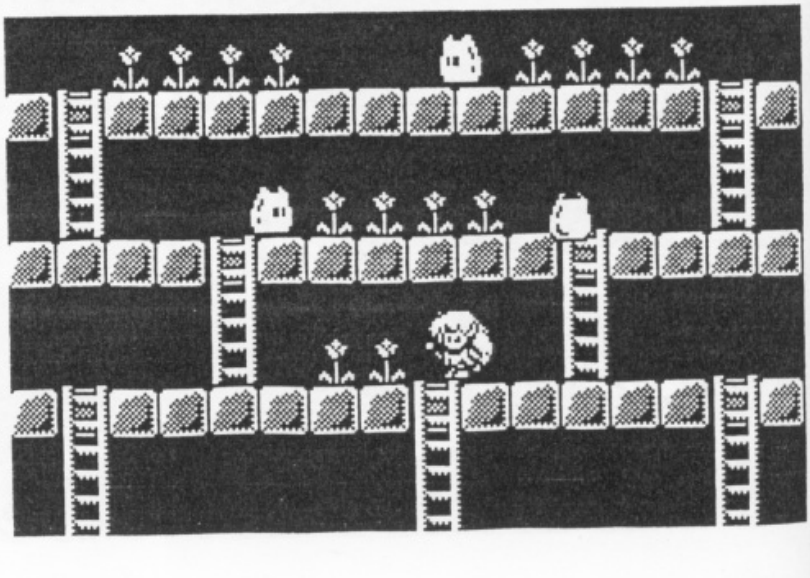
XENO / Quicksilva games

Programmed by the skillful Matthew Rhodes at Binary Design, Xeno was an original cross between ice hockey, pool and GCSE mathematics - the only downer being a smelly future sports style vibe. The aim of the game was to get the ball into the opposing teams net using a space buggy thing. You directed yourself around the arena by extending a cross hair probe - the longer the probe the faster you shot off in that direction. How peoples tounges stuck out the side of the mouth as they had to use timing and the laws of physics to hit the ball at just the right spot, fly backwards to defend or just smash into the other player all the time. If someone souped this up for the Dreamcast or PlayStation they'd have a major hit on their hands, but they won't because the shareholders demand another car racing game and PacMan Reprisal part 16 is first anyway.



RODLAND

When we hear the theme tune we all do a silly dance don't we, Da thewpy thwepy la la do do peep peep oopsy, as whistled by Elizabeth Bott.. well I do. You haven't seen charm if you haven't played this, its so sickly sweet it makes Rainbow Islands look like Bungle and Zippys knob cheese. Just as well that its also a top notch platformer heavily designed for two player tomfoolery. Your main weapon was a long corkscrew thing that shot out from the groin area and it made the monsters cry. It came out on a budget label after failing as a top whacker, and you idiots still didn't buy it! You need shooting you really do.



Sinclair Years

1987

Those who ran the computer games industry, from the heads of electronics firms to the lowliest of media parasites, had declared your 8 bit computers were now officially past it. 1987 signalled the end of the road for the ZX Spectrum, and we all nodded at their superior intellect. The only problem was that with four million machines out there, three high street mags (one with a six figure circulation) and a huge software library, the Spectrum wasn't going anywhere fast, especially not into the bloody dustbin. We hadn't seen this kind of hype before, the headless chicken routine of running after the latest developments and the shunning of previous standards so readily. Well, maybe your Mum did in the 60's when the Hotpoint replaced the washboard. Computer game fans have always been so easily led and so easily lied to.

The simple fact was most of us couldn't afford a £400 Amiga or Atari ST, and we hung onto our 8 bits because the software was just so damn good (and had the audacity the get even better as the months went by). New hardware toys were introduced to offer a slightly worse alternative to 16 bit technology, and we sucked it all up faster than someone with very big lips indeed.

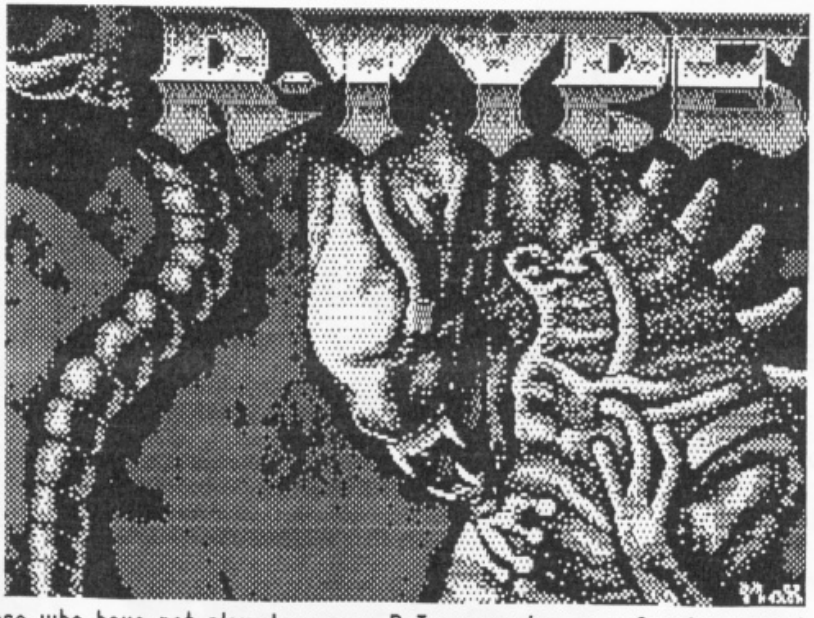
Software highlights included Head Over Heels, Mercenary, Driller, Bobsleigh, Garfield, Flying Shark, West Bank, R-Type, Match Day 2 and er, How to be a Complete Bastard. Worn out 48k models were swapped for newer 128k computers although 128 only games were remarkably thin on the ground. The sound chip was not ignored though and did we enjoy some three channel sound effects or what!!!

Now then, smelling a supposedly dead whale just about to be washed up on the beach we call life, the hobby boys started to say to themselves, we can do this, we can take this underground or overground, Wombling free. The Cavers Brothers started Outlet, a unique software magazine initially only available on Microdrive cartridges. Bob Brenchley transformed a new disk drive support group newsletter into Format, an up itself A5 fanzine. Elsewhere lots of 12 year old kids started fanzines all copying Sinclair User, Your Sinclair and Crash (always using the same cheats and pokes anyway). All hail the photocopier and the four-eyed unoriginal schoolboy.

Pity the poor old console, Mr.Nintendo and Mr.Sega were still being left on the toy shop shelf in favour of a cut price Commodore 64 package, and why not. It was only when Sega's Master System, now being handled Britside by Spectrum budget disaster house Mastertronic, dropped the price to £99 and your average punter got to see the improved colour 8 bit technology on offer. Hmmm, very nice, so this is what happens when a machine is designed from the least important component upwards to run game software? Blimey.

NEW COMPUTERS

SPECTRUM +3: Come Christmas time and another little slice of history was offered to the Spectral user base. A bargain at £199, it had trouble loading and running early software and the I/O port had been re-designed so all your hardware didn't work either. One step forward twenty two steps back as they say at The Dome.



Those who have not played or seen R-Type running on a Spectrum need some educating, and fast. Has to be witnessed to be believed.

Zeebrugge in Belgium became famous for hosting a car ferry disaster. The Herald of Free Enterprise decided to set sail with the bow doors open. 200 passengers and crew lost their lives.

God botherer Terry Waite stuck his nose a bit too far into other peoples business and was taken hostage by the Hezbollah, otherwise known as the Party of God. Irony alert.

That old bitch Thatcher wins another election, and all the selfish working class tossers who voted her in will learn one final lesson - don't shit on your own doorstep.

Fifty billion make believe items of money were wiped off the stock exchange on Black Monday. 8,000 yuppies suddenly find themselves unable to gain an erection overnight.

A full scale hurricane hit southern England. I had fallen asleep with the headphones on, woke up in pitch black darkness, heard the sound of destruction all around and thought I'd died and gone to hell. Sadly I hadn't although I was in Hither Green at the time.

Michael Ryan went berserk in Hungerford with a gun, which was very strange because he wasn't on the Internet chatting to a big titted pretend woman only moments before. A nutter clearly ahead of his time.

Kings Cross underground station went up in flames after a smoker dropped his glowing butt on the filthy dirty escalator muck. Smoking is banned on the Underground at last. Cough cough. Lots more people died.

Princess Anne is given the title Princess Royal and not ugly sticky out teeth horse face as everybody else knew her by. Old friend Val Singleton again denies she is a stamp licker.

Latest figures suggest that one person everyday is now snuffing out with Aids. You play you pay, right kids?

Sir Winston Churchill The Patronising Baked Potato Head Bigot

I am the voice of reason in a world that is slowly turning upside down. Drink that cup of tea and pull down those railings for scrap - we will prevail. We did it before and we'll do it again, common sense has to be seen as victor.

I am known to my friends and enemies alike as that bloke who is absolute rubbish at finishing games. My attempts at Sim City resulted in the Isle of Dogs without the modern transport system, I failed to escape twenty eight times in the Great Escape, my Lemmings preferred suicide to solution and Jet Set Willy ended up down the toilet as opposed to collecting an item off of it. But something very strange happened to me only yesterday... I finished a game with what can only be described as immense gusto.

The title in question was Capcoms Resident Evil 3, and I finished the multiple tasks and zombie slaughter in seven hours, twenty two minutes and twenty two seconds. I have now won the key to the boutique and two splendid costume changes for the main character, who incidentally is a really smashing chick. I ask myself this simple question - why can I complete a game made in 1999 and not one offered to the game hungry public in 1982? Are the games getting easier? Sorry, that's two questions.

I'm pleased to say that they are not, because for every Resident Evil 3 there are 50 other PlayStation games that make me look bloody stupid. Why is it that 9 year old kids can finish a game in five hours no matter how hard it is, then write in to Digitiser to say so in the most unoriginal and cringesome manner. Many times I've written to Digitiser waxing lyrical, said I was 9 years old and slagged off Nintendo using the editors own buzzwords so as to curry flavour, but I never ever get published. What are they trying to pull there then?

What these little cretins are turning into scares me. One day soon they won't teach writing in school, you will already have had your fingers reduced to be the same size as each other at birth then shoved in front of a robot and a touch sensitive screen like in Star Trek. And they'll go home in a flying car, like in The Jetsons. And Bladerunner. Out of their mouths will come pure binary code, but still asking each other if they saw the Benny Hill Show on UK Gold last night during break.

Have a look inside those dens of depravity and sexual perversion - Internet chat rooms. George Orwell once wrote a book called 1984, you may have read it. His vision of the future was grim, and none grimmer than the bastardisation of the English language. Our beautiful language, shagged up the arse by the Americans yet still so descriptive and malleable, is being abused by 15 year old turds writing things like CUM8 and LOL. They even make winking little faces with semi-colons and brackets because they lack the basic skill of using English in an articulate fashion to describe what they mean properly. When I was 15 I was throwing milk bottles at Chinamen and I turned out just fine.

The solution is simple, we collect up all these little cyber cow-sons and put them in secure boot camps. We make them eat proper vegetables and fruit, do five mile runs in their pants, watch films with John Wayne in then they have to read a good book by Wordsworth or Sebastian Coe. The ones who refuse should be shut in cupboards and left to die. We'd be doing the future of mankind a great service. Our children are our future, don't let them beat you at finishing Tomb Raider 4. Next week I'll be telling you the best way to set east European beggars on fire.

When the clocks go forwards our cocks go upwards, because summer is on the way and that means short-skirted sweaty girl fun. We love those bronzed sweaty girls. The next best thing is Crashed fanzine for your ZX Spectrum home computer. Either way you get a result we reckon.

CRASHED 31
JUNE 2000

NEXT ISSUE

POSTBOX

PERIODICALS - MAGAZINES - FANZINES - MANUALS

ALCH NEWS: 283 Twist Lane, Leigh, Lancs WN7 4EH.
-Tape/diskzine. Spectrum/Z88. Price: £1.00
CRASHED: 11 Camel Road, Silvertown, London E16 2DE.
-A4 fanzine. Spectrum. Bi-monthly. Price: £1.50
DESERT ISLAND DISKS: 32 Dursley Road, Wilts BA14 0NP.
-A4 fanzine. Spectrum. Quarterly. Price: £2.00
HACKERS HANGOUT: 29 Dent Dr, Wakefield, W.Yorks WF1 4JG.
-A4 fanzine. Spectrum. Bi-monthly. Price: £1.00
MULTIFACE POKES: 26 Elsie Street, Goole DN14 6DU.
-A5 fanzine. Spectrum. Editions. Price: £2.00
PD POWER: 13 Rodney Close, Bilton, Rugby CV22 7HJ.
-A5 fanzine. Spectrum. Bi-monthly. Price £1.70
QL TODAY: QBranch, PO Box 7, Portslade, Sussex BN41 2ND.
-A4 magazine. QL. Bi-monthly: Price: Annual subs £25.00
QUAZAR: 204 Lamont Drive, St.Andrews, Fife KY16.
-Sound Sampler support. Sam Coupe. Monthly. Price: £?
RETRO CLASSIX: 4 Chatterton Avenue, Lincoln LN1 3TB.
-A4 fanzine. 8 bits/arcade. Monthly. Price: £1.50
RETROGAMER: 52 Kingfield Road, Liverpool L9 3AW.
-A5 fanzine. 8 bits/arcade. Bi-monthly. Price: £1.50
SAM COMMUNITY: 34 Craigowen Rd, Carrickfergus BT38 7NE
-A5 fanzine. Sam Coupe. Bi-monthly. Annual subs £5.00
SCENE+: PragerstraBe 92/11/12, A-1210 Wien, Austria.
-Diskzine. Spectrum. Bi-monthly. Price: £1.00
THE SPC: Im Tannenforst 10, 51069 Koln, Germany.
-A5 magazine. Sam/Spectrum. Monthly. Price: Annual £13.00
THE SUC: Gastacksrstr 23, 70794 Filderstadt, Germany.
-A5 magazine. Spectrum. Monthly. Price: Annual £13.00
ZX TEAM: Luetzowstr.3, 38102 Braunschweig, Germany.
-A5 fanzine. ZX81. No other details available yet.

USER GROUPS - PUBLIC DOMAIN LIBRARIES

ALCHEMIST RESEARCH: 62 Tithe Barn Lane, Sheffield S13 7LN.
-Spectrum/Z88 user group. Emulator support.
CHIC COMPUTER CLUB: PO Box 121, Gerrards Cross, SL9 9JP.
-Spectrum and most other 8 bit computer groups.
CRASHED PD: 11 Camel Rd, Silvertown, London E16 2DE.
-Spectrum public domain library.
PRISM PD: 13 Rodney Close, Rugby CV22 7HJ
-Spectrum public domain library (rip-off merchants)
WOMO PD: Im Tannenforst 10, 51069 Koln, Germany.
-Sam Coupe and Spectrum public domain library.

REPAIRS - SPARES - SHOPS

CEX RETRO: 132 Rathbone Place (basement), London W1.
-Buyers and sellers of collectable 8/16 bits etc.
HEATH COMPUTERS: Unit 3, Speedwell Trading Est, B11 2AT.
-Birmingham based 8 bit computer repairs.
RIBBONS & THINGS: 8c Treefields, Buckingham MK18 1BE.
-Ribbons for most if not all dot matrix printers etc.

POSTBOX IS UPDATED AND CHECKED EVERY ISSUE BECAUSE ANYTHING ELSE IS SIMPLY NOT GOOD ENOUGH.

smalls

The small ads are free up to 50 words. People selling pirate software will not be tolerated.

FOR SALE

ACE SOFTWARE. Large lists of retro software on most formats, including Spectrum, C64, BBC, Atari, Amstrad, ZX81, MSX, Amiga, Atari ST etc. Send SAE stating list required to: Alan Creswell (Crashed), 18 West St, Geddlington, Northants NN14 1BD. Email: aces@freeuk.com

SINCLAIR USER back issues for sale 1987-93. SAE for list. Also various fanzines ZAT, Zodiac etc. Mark Sturdy, Pear Tree Cottage, North Deighton, Wetherby LS22 4EN. Email: mark@subwaysect.com

LOTS OF SPECTRUM GAMES all original items up to £1.50 each. List is available. Ignacio Prini, A.Virgen Del Carmen 39A, 11201 Algeciras, Cadiz, Spain.

BBC MODEL B, Amber monitor, 40/80 disk drive, Epson LQ800 printer, Shadow Ram etc. Viglin PC style keyboard and case. Pro BBC computer set-up. Offers. Tel: 01727 830264 Email cgrrob-bins@pgen.net

SINCLAIR QL. Stockport. Tel: 01625 877528

WANTED

A IV EVOLUTION GLOBAL for PlayStation. Must be in good condition and original UK release (no pirates or imports please). I'm saying £20 for a pristine copy. Reply Dave Fountain at usual Crashed contact points.

ELECTRON disks and tapes. Best prices paid. EUG, 42 Canterbury Road, Redcar TS10 3QF. Tel: 01642 479837

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